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PREMIERE ISSUE!

Games for Life

December 1999 #1

## Video Gaming

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12 PAGE NINTENDO 64 EXCLUSIVE!



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Strategies on the biggest games!

## CODES & TIPS

The latest game breaking cheats & tricks for every system!



The Hottest games inside:

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NHL 2000 • Zelda Gaiden • Crash Team Racing





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witnesses.

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to some people.

Mainly, the folks at the FBI.



TALK VIDEO  
Where were they last seen?  
What case were they working  
on?



PlayStation



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Welcome to Issue 1 of *incite* Video Gaming. Over the last six months, I have been asked the same question at least hundred times:

"Why are you making another video game magazine?" My reply to everyone has been the simple fact that we're not creating just another game magazine. After flipping through the pages of *incite*, you'll instantly realize this. *incite* is a magazine that is intended to be as fun to read as games are to play. Playing games is a "lifestyle" choice, which is as socially acceptable as watching television, listening to music, or going to the movies. *incite* was created to embrace this "lifestyle".



**GREG RAU EDITOR-IN-CHIEF**

**Playing games is a "lifestyle" choice, which is as socially acceptable as watching television, listening to music, or going to the movies.**

In addition to the all the latest news, previews, reviews, and strategies, *incite* will have celebrity and lifestyle gaming features. You'll see your favorite athletes, bands, and actors participating in guest reviews, heated battles, and candid interviews.

The editorial staff here at *incite* is a perfect mix of game industry veterans and non-gaming journalists. The results of which will speak for themselves in the final product. I can honestly say that this is the most entertaining game magazine ever created. With Sega's successful Dreamcast launch and new systems on the horizon from Sony and Nintendo, *incite* has positioned itself to be the leader in the next evolution of the video game industry. Enjoy Issue 1 and let me know what you think!

*Sig Rau*

**Comments, suggestions?**

Send any feedback to:  
 incitevg@computeclmedia.com



**David S.J. Hodgson**

Deputy EIC

After magazine exploits for EMAP in the UK and *GameFan*, he contributed to over 20 strategy guides, and directed editorial at *Gamers' Republic*.



**Jon Robinson**

Senior Editor

Jon's previous gig was as Johnny Ball-game for *GamePro* magazine. Writing everything from features to *Fighter's Edge*, Jon has known a game or two in his five-year career.



**Annette Cardwell**

Senior Editor

Annette was in "real" journalism at *The Boston Herald*. Now she's injecting girl power into *incite*. Hey, someone's got to review the cute games.



**Demian Linn**

Senior Editor

As an ex-road tester for *What Car?* magazine and an ex-tester for on *Descent 3*, Linn is now a confirmed "video game professional". His secret weapon? Hitchhiker thumbs.



**Roger Burchill**

Senior Editor

Having worked at *Imagine's Ultra Gamers*, Roger has also been a frequent contributor to *Next Generation*, and *PSM*, and helped launch *MCV*.



**Paul Semel**

Entertainment Editor

Based in Los Angeles, Semel writes for *Bikini*, *Nylon* and *Velocity* magazines, and interviews celebrities daily. This means he can get away with wearing leather pants.

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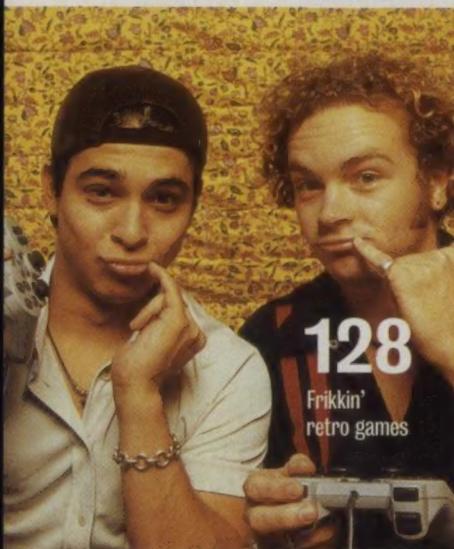


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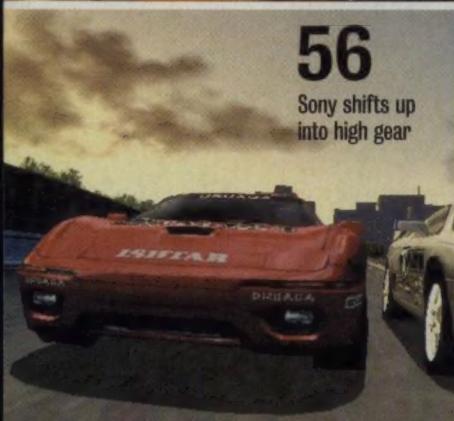
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Issue 1, December 1999



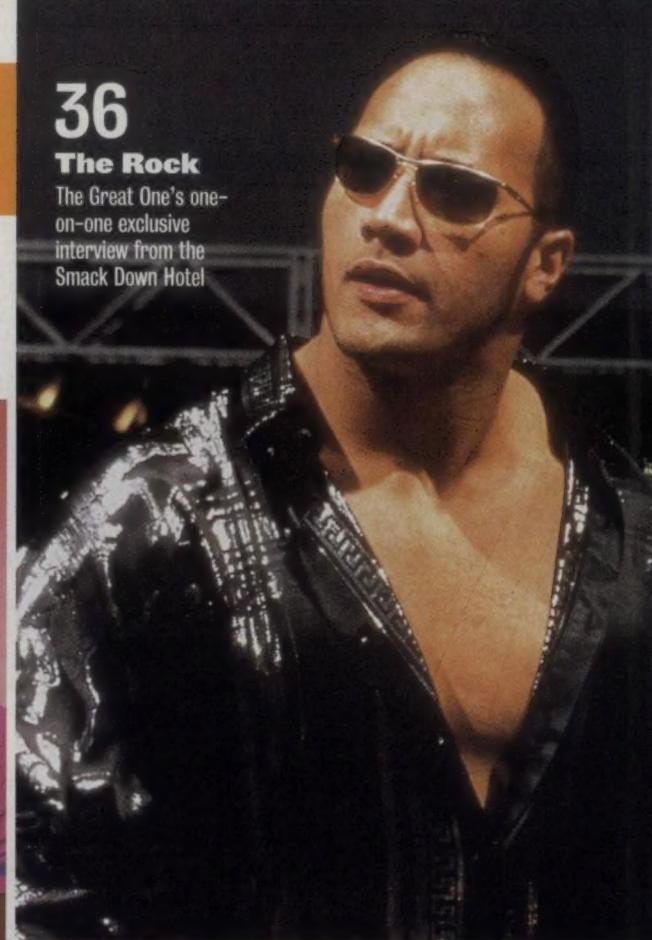
**56**

Sony shifts up  
into high gear



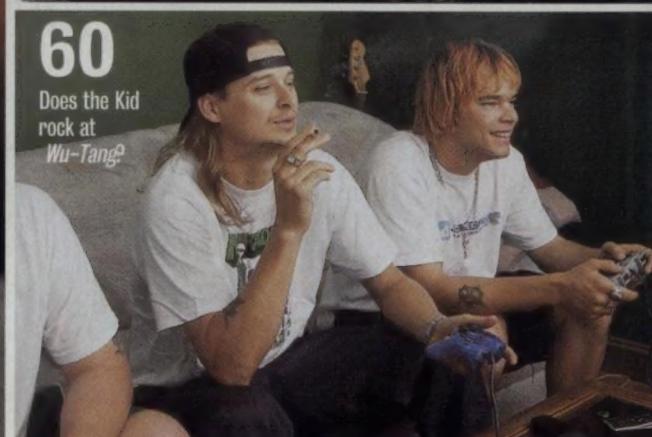
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Tamala gets her  
game on



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Does the Kid  
rock at  
*Wu-Tang*?



## Featured This Month...

**28** **Exclusive!**  
**Tamala Jones**

Tamala Jones has her hands on a Dreamcast, and she isn't giving it up without a fight.

**36** **Exclusive!**  
**WWF Wrestlemania 2000**  
**The Rock Talks**

We smell what THQ is cooking, lay the smack down with The Rock, Mankind, Chris Jericho, D'Lo Brown, and give the game a full review. Plus! All the secrets and strategies are revealed!

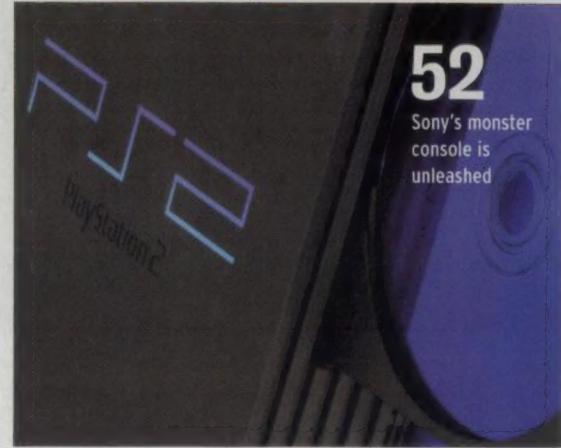
**52** **PlayStation 2**  
**Getting Emotional**

All there is to know about the little black box that'll be in your living room next year.

**60** **Kid Rock**  
**Detroit's Bad Boy**  
**Takes on Wu-Tang**

Kid Rock and posse throw down with *Wu-Tang: Shaolin Style* and get belligerent.

**128** **Those '70s Games**  
*A Pongathon*, with Hyde, Fez and Jackie from *That '70s Show*.

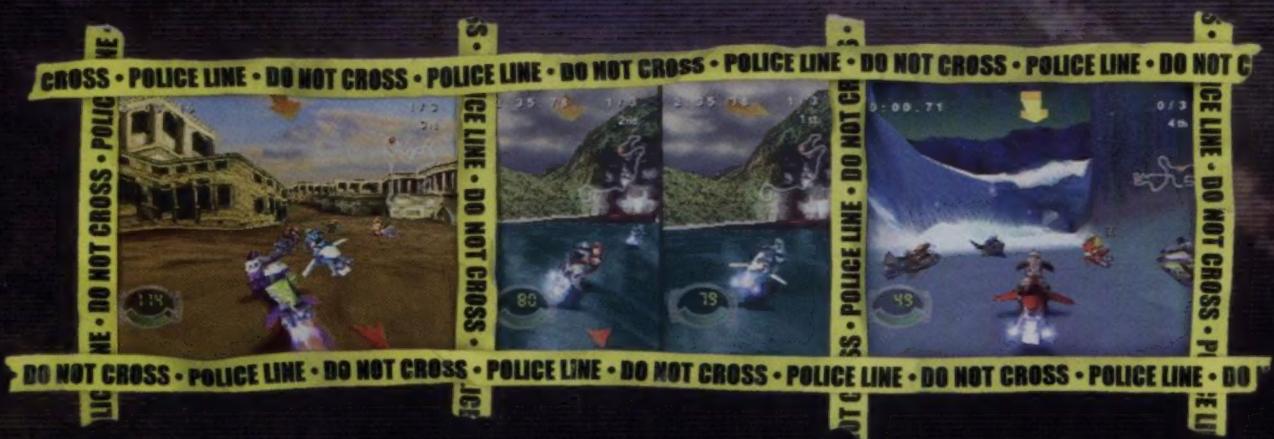


**52**  
Sony's monster  
console is  
unleashed

**Jet Moto 3**

02:54:03

09/14/99



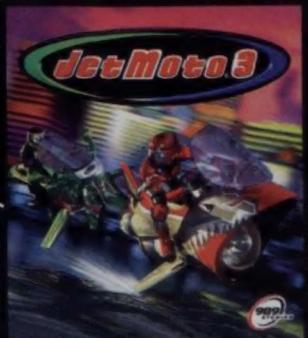
### Excessive Speeding 2:54 a.m.

Jet Moto racing is back. With an all-new 3D racing engine that delivers sharper graphics, faster speed and more adrenaline. Jostle and fight for position on 19 killer tracks and 11 insanely fast hover bikes. It's the wicked speed you've always wanted, without all the tickets.

*The rush is back!*



PlayStation



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## Previews

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## Interviews

**118 David Duchovny**

You may remember him from such soft-core porn as *Red Shoe Diaries 1-8*

**82 God, AKA**

**Shigeru Miyamoto**

Talking about banjos, 64-DD, and life between *Zeldas*.

**104 Jason Kidd**

Aside from Basketball, Jason loves to velcro ping pong balls all over his body, then take pictures

**72 Tony Hawk**

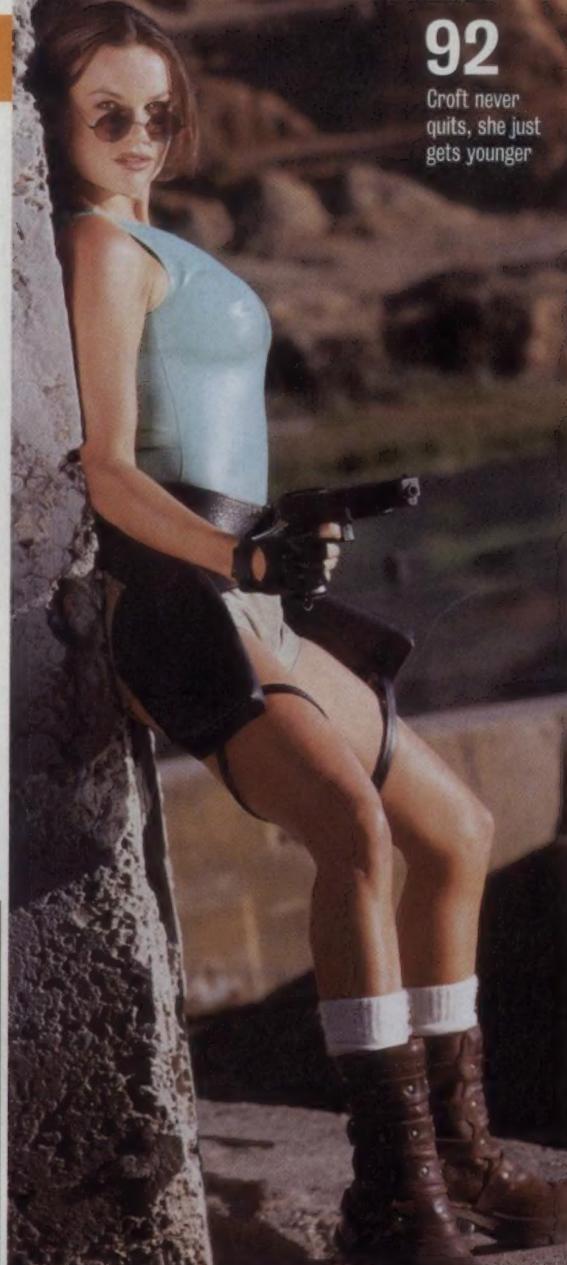
Cracks a rib and runs like hell from the cops

**72**

A Hawk's eye view of gaming

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*Resident Evil 3*  
Inspired or tired?

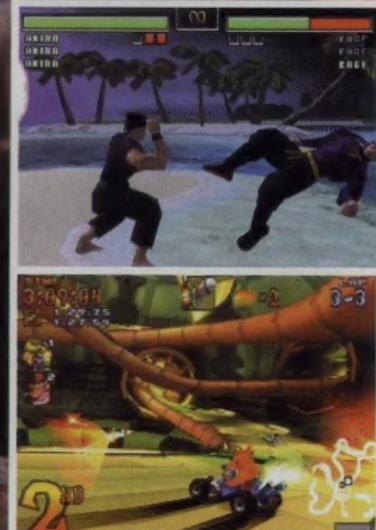
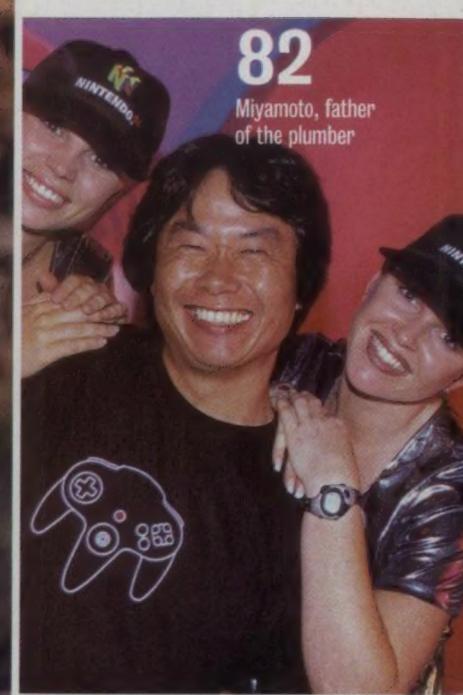


**92**

Croft never quits, she just gets younger

**82**

Miyamoto, father of the plumber



## Reviews

**108** Both *Crash Team Racing* and *Donkey Kong 64* receive a thorough going over, as well as *Rayman 2* and *Virtua Fighter 3tb*. A no-nonsense, easy-to-understand buyer's guide. At last.

**PLUS** *Winback* verses *Metal Gear Solid*, a PlayStation hockey round-up, and *Jet Force Gemini*

## Strategy

**140 CRASH TEAM RACING**

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Nintendo 64

**PLUS** Hundreds of codes and tips!

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Tellin' punks what time it is

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Stop touching my . . . WonderSwan?

**173 TECHGUIDE**

Dropping science – one bit at a time

**10 GAME PROSE**

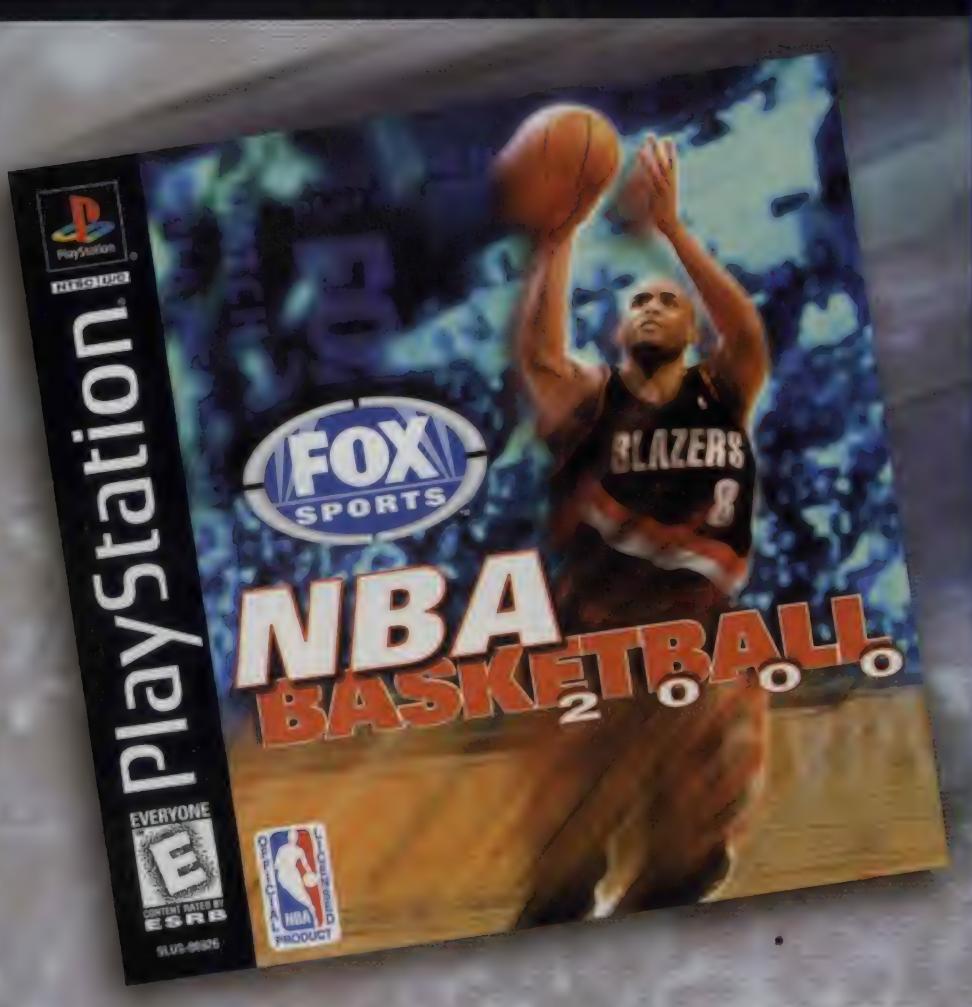
Where we pat ourselves on the back

**174 VIDEO GAME ALL-STAR**

Chop Chop Onion cuts through the bullroar and tells all, including the real truth about Parappa



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Camera angles that put you in the action



Tons of different dunks



Addictive gameplay that's fast and fun

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# Game prose

Got a burning question you need answering? Want a gaming matter cleared up once and for all? Need to vent some spleen? We'll accept any and all your thoughts. This, your letters forum, is the place to shout. Send all intelligent missives to: incite Video Gaming Magazine, 650 Townsend, Suite #305, San Francisco, CA 94103 USA. Alternatively, put finger to keyboard, and type to us via email at [incitevg@computecmedia.com](mailto:incitevg@computecmedia.com).

## Letters from the Software Industry

The start of a brand new gaming publication and online destination wouldn't be the same without reader interaction. Of course, we've just met, but we'd like to get to know you a little better over the coming months. Beckon you back with great content, and seek to build on your thoughts about video gaming in general.

After distributing a taste of *incite Video Gaming* to the interactive entertainment industry, we received a deluge of responses from industry luminaries, some of which make interesting reading and are noted below. However, we await your thoughts with even greater anticipation, as we place the utmost important in our readership. Get it off your chest! Get it in *incite*!

"*incite's* design and layout looks great – it's very sleek. It looks to be a great vehicle to reach all gamers."

**Paul Baldwin, vice president of marketing**  
**Eidos Entertainment**

"I'm impressed. Computec Media [*incite's* parent company] has done their homework. There's clearly a market opportunity for this type of publication and if what I've seen so far is any indication, this magazine will deliver on its promise to reach the gaming masses. I hope they succeed – our industry needs a mag like this."

**Mike Quigley, director of marketing, EA Action, Electronic Arts**



"The gaming industry has grown beyond the core. It's great to see that *incite* is going to address this newer and broader audience. After all, that's what Fox brands are all about – broad reaching entertainment."

**Dave Shaw, executive director of worldwide brand marketing**  
**Fox Interactive**

"A significant number of our (Hasbro Interactive) games appeal to the casual and avid gamer and *incite* appears to be the ideal vehicle to reach both audiences. We are looking forward to making them a key part of our efforts."

**John Hurlbut, senior vice president, general manager of Hasbro Interactive's Family and Children's business unit**  
**Hasbro Interactive**

"The interactive entertainment industry has seen the move of gaming into the mainstream for a while now. With publications like *incite*, we'll be able to show the public just what we had in mind – extending our entertainment properties to a wider audience."

**Tom Byron, product marketing manager**  
**LucasArts Entertainment Company**

"Sega is not only about an entertaining gaming experience, but it's also about a fun lifestyle. *incite* 'gets it,' and we know that the magazine is a perfect outlet to deliver our message just as we intended."

**Peter Moore, senior vice president of marketing**  
**Sega of America**

"...what a surprise! It's nice to finally see someone in the press think really BIG – and not just with one publication but three, *incite PC Gaming*, *incite Video Gaming* and *incitegames.com*!"

**Dave Perry, president**  
**Shiny Entertainment, Inc.**

"Gaming has become a legitimate form of entertainment and a popular leisure pastime enjoyed by millions of people. It is natural to see a magazine like *incite* come along to capitalize on this market."

**Andrew House, vice president, marketing**  
**Sony Computer Entertainment America**

Well, that's about enough trumpet blowing for one issue. Drop us a line, and we'll answer any question you like. Over to you.

**"Gaming has become a legitimate form of entertainment and a popular leisure pastime enjoyed by millions of people."** – Andrew House, VP Marketing SCEA



## Symptoms of Fear:

Perspiration

Dilation of Pupils

Trembling

Nausea

Loss of Appetite

Remember, the only thing to fear is fear itself. Especially in this deadly mercenary mission where your own emotional responses determine what happens next. So go ahead, make your move. Just be sure to keep your fear in check.



Breakthrough SUSPENSE/ACTION ADVENTURE game. Beyond your realm of fear. Beyond any 3rd person game created.



MOTION FX TECHNOLOGY. Pre-rendered, fully animated backgrounds creating a frighteningly real world.



NON-INTERRUPTED GAMEPLAY for more intense action and debilitating power. Comes in handy for the THREE RUTHLESS MERCENARIES whose destinies you control.

# fear effect

It can recognize your fear. Can you?



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# I Wanna Play As Mike



**AIR JORDAN** In this view of the N64 game, Jordan gets a little hang time at the net.

Just when you thought you'd never see the beauty of a pixelated Number 23, Electronic Arts has confirmed their deal with basketball legend and endorsement superstar Michael Jordan to lend his image to and serve as spokesperson for the upcoming *NBA Live 2000*.

In this new title sure to slam dunk other hoops-game competitors, Jordan and 60 former players will be featured in the title's "Legends of the Game" section, which pits the biggest names of basketball history against each other in a one-on-one, street-style match. The game will be out on PlayStation and Nintendo 64 by November, just in time for the start of the NBA season.



**NO SCRUBS** Jordan takes aim in this shot from the PlayStation version.

# Square's Final Reality

Hollywood's hottest lend a voice for upcoming Final Fantasy movie masterpiece. Release date? 2001. Lip-synching? In English, not Japanese.

**A**ccording to Squaresoft of Hawaii, the "first computer generated and animated motion picture with photo-realistic human characters" scheduled for a premiere sometime in 2001, is coming along rather nicely. This may be because Hironobu Sakaguchi, director of *Final Fantasy: The Movie*, recently stated that he wants "to create entertainment that touches the imagination of new generations." This is no mean feat for a movie that features no live acting whatsoever.



**DON'S DOPPLEGANGER** Donald Sutherland is odds-on to play the "old man", one of the only movie images Square has released. Don's on the right, by the way.

However, Square is probably more excited due to the advancements in CG rendering they've achieved, and the deluge of Hollywood's finest thespians they secured to play the various (and as yet unnamed) characters in the movie. The movie is being distributed by Columbia Pictures, and set on Earth in the year 2065, the film will be mouth-synched in English, and subtitled or dubbed in Japanese. Other actors lending their voices are Ming-na Wen and Peri Gilpin of *Frasier* fame.



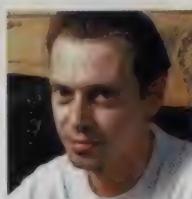
Alec Baldwin



Ving Rhames



James Woods



Steve Buscemi

## Command Stations

*C&C* comes to Sony's next-generation system

**H**ere's an incentive to buy the new Sony PlayStation 2. Instead of bringing *Tiberian Sun* to PlayStation, Westwood Studios has announced that their next release, *Command & Conquer: Renegade*, will be a first-person shoot-em-up, instead of a traditional real-time strategy; and the only console getting it will be PS2.

While *Renegade* will see first light as a PC game next spring, this follow-up to *Tiberian Sun* is slated to arrive in conjunction with PS2 in late 2000. The story takes place within the franchise's universe, but with more twitch-based action, and is supposedly being developed to take full advantage of the technology of the console.



## Hot and Cold

Time to bring out the thermometer to gauge the interest levels of the latest gaming news.

### PS2 Racers

The PS2 is going to make *Gran Turismo 2000* and *New Ridge Racer* so real that you're likely to smell burning rubber playing them.

### Crazy Taxi

Sega's wild arcade ride is finally confirmed for release on the Dreamcast early next year with new tracks and eye-popping speed.

### Bloody Football

Built around the *NFL Blitz* engine, Midway will release a new no-rules football title with no NFL license. Crunch!

### Pubescent Lara

*Tomb Raider: The Last Revelation* intends to expose Lara's road to buxom buffness, pig-tails and all. You've got to really love her to care.

### DC's no joy pads

That snap, crackle, and pop wasn't coming from your cereal bowl; it was your DC controller falling apart.

### Handheld hunter

It may be one of the best-selling games ever, but is virtually shooting tiny, difficult-to-see deer on a Game Boy really necessary?

212°F  
BOILING

PIPING

TEPID

32°F  
FREEZING



Got a Benjamin burning a hole in your pocket? Buy some of this!

### NOVEMBER 1999

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7	8	9	10	11	12
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21	22	23	24	25	26
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#### DATES:

NOVEMBER 9TH	South Park: Bigger, Longer and Uncut DVD	\$18
NOVEMBER 16TH	Resident Evil 3: Nemesis for PlayStation	\$35
NOVEMBER 16TH	Beck, Midnite Vultures CD	\$14
NOVEMBER 17TH	Tim Burton's Sleepy Hollow	\$8
NOVEMBER 26TH	A New Saturn on eBay	\$25

**TOTAL** \$99



**BLUE BOY** Beck's newest is more rocking than his last mellow effort.

# Bond Ambition

Electronic Arts has its golden eye set on James Bond's newest adventure

**B**ond is back, and rumors are swirling as to who will acquire the rights to create a game based on *The World Is Not Enough*, the 19th installment in the James Bond series. Despite rampant speculation on the Internet that Nintendo (and Rare) will produce a TWINE game for its forthcoming Dolphin system, industry sources indicate that Electronic Arts has already signed an agreement for the lucrative license. No game details have emerged, but a Christmas 2000 release is not out of the question. Since EA has yet to commit to developing for the Dreamcast, a new Bond game seems destined for the PlayStation, or it may debut on Sony's next generation PlayStation 2 system.

EA's current Bond game, *Tomorrow Never Dies*, is based on the story line of the similarly titled hit motion picture. The gameplay is reminiscent of the N64 favorite *GoldenEye 007* and is filled with the traditional action, gadgets, and exotic locales inherent to the Bond franchise. If EA follows form, a TWINE game could mirror the plot of the movie, which deals with nuclear weapons and an international power struggle for oil. Pierce Brosnan reprises his role as James Bond for the new film, with current Hollywood megababe Denise Richards set as the major Bond girl, Christmas Jones. *The World Is Not Enough* will open in theaters on November 19, 1999.



#### CHRISTMAS COMES EARLY

Can you imagine a PlayStation 2-rendered Denise Richards starring in *The World Is Not Enough* video game? Count us shaken and stirred.

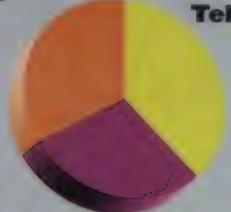


## READERS' POLL

### Which PS2 game are you excited about?

#### Gran Turismo

37%



Source - www.incitegames.com Poll 9/30/99  
Cast your vote online now!

# Kept in the Perfect Dark

Rare's eagerly awaited *GoldenEye* follow up has been held back until next year

**N**intendo has confirmed that Rare's *Perfect Dark* has been pushed back until early April 2000. "With the game in final stages of development, Nintendo and Rare together have done a thorough review [and decided that], more development time will produce a considerably better product," a Nintendo spokesman said. "It's a bigger game than *GoldenEye 007*, and, with more time, will play even better."

With Joanna on hiatus until well into 2000, despondent Nintendo owners seeking some Rare magic would be well advised to monkey around with *Donkey Kong 64* while they wait for Miss Dark and her guns to appear.



**DARK RAIN** *Perfect Dark's* moody environments have a distinctly cinematic feel.



## Rumor OF THE MONTH

### RUMOR:

Microsoft are jumping into the console fray with the X-Box, a DVD-based game system featuring a 500MHz processor, a top-end graphics chip from nVidia, a 56K modem, a hard drive, and a Windows operating system. It is expected by the end of 2000 for under \$300.

### WE SAY:

It's likely that Microsoft would have a gaming console in the works, since the Redmond giant - already the fourth biggest seller of PC games - is probably itching to get in on the booming console market. Besides, X-Box would give the Gates empire another venue for showcasing Windows CE. Plus, it gives gamers a chance to experience a PC on a television for very little cash. We wonder what Sega will think of that.

# Remanufactured

Rockers Fear Factory to star in PlayStation 2 title



**GIVING THE FEAR** Four members, two guitars, one PS2 game and a whole lotta attitude.

**A**ccording to one of the group's members, the industrial-metal band Fear Factory will be the subject of their own video game. Drummer Raymond Herrera has revealed that the band is working with Psygnosis on a game for the PlayStation 2, though he concedes that it won't be out for at least a year and a half. "We want it to be a man against machine struggle," the drummer explains, "which we talk about on our albums. We also want each of the guys in the band to be characters in the game, with the game being different for each character. Like for instance, Dino [Cazares, the guitarist], he's a big

dude, he'll be the guy who breaks walls instead of climbing over. Things like that."

The guys in Fear Factory are no strangers to video games, having already contributed songs to *NFL Extreme*, *Test Drive 5*, *Test Drive Off-Road 2*, and *Demolition Racer*. Future titles to feature their music include *Test Drive Cycles*, *Twisted Metal 4*, *Cool Boarders 4*, and, according to Herrera, *Wipeout 4*, also slated for the PS2. Herrera has also worked as a tester on such games as *Test Drive 5* and *Test Drive Off-Road 2*. Besides video game work, Fear Factory are writing songs for a new album, due out next year.

## YOUR CAPTION GOES HERE

Captioned humor for today's gaming greatest hits

### CAPTIONING THE MOMENT

Take a quick look at the screenshot to the right. Notice anything, say, irregular about it? Think there's an opportunity to send in a humorous caption and win a free year's subscription to *incite Video Gaming*? Of course there is. And to provide you with the type of witty descriptions we're after, we've included a sample picture with comments to match.

Email your best caption to:

[caption@computemedia.com](mailto:caption@computemedia.com).

Or mail it to us at:

*CaptionGoesHere, incite Video Gaming, 650 Townsend, Suite 305, San Francisco, CA 94103.*

### This month's pic: WWF Wrestlemania 2000



### SAMPLE ENTRIES - WINNER

"His sumo sash caught in my gi, there's nothing to see here. Move along."  
- R. Leadbetter, San Mateo, CA



### CAPTION RUNNERS UP

"My, that's a cute bandana, Akira. Do you mind if I take a closer look?"  
- G. Han, San Francisco, CA

Taka-Arashi's quest to find and crush the Tokyo pantaloons thief was almost complete.

- K. Sweat, South Beach, CA

# Dreams Come True

Dreamcast's launch fulfills Sega's wildest fantasies

After setting a \$97 million record for the highest-grossing 24 hours in entertainment history, Sega's Dreamcast went on to sell over 500,000 systems by the end of September. Not too shabby. Selected Electronics Boutiques in Atlanta, Minneapolis, San Jose, and San Francisco held launch parties and started selling Dreamcasts at the stroke of midnight on 9/9/99.

Though many customers grumbled about the long wait at the Vegas launch, Las Vegas resident Ken Vance wasn't complaining. "I've been in line since 10 o'clock this morning," he said. A long time hardcore Sega fan from the Master System days, Vance was the first customer in Nevada to purchase a Dreamcast.

Sega's hoping for more customers like Vance. The company wants to sell one million units before the end of 1999.



**HEDGEHOGGED** One young fan takes on a sweating man in a hedgehog outfit.



**MOB MENTALITY** Hundreds stayed up past their bedtime to pick up their Sega.

# PS2 Bungie? No Myth

Mac Masters Bungie makes the leap to consoles

Bungie Software – creators of impressive titles like *Marathon* and *Myth* – has announced plans to develop at least one of their two new titles, *Oni* and *Halo*, for console.

"We have this deal with Take 2 Interactive where they are going to be co-publishing our console titles," said Bungie's director of publicity Doug Zartman. "That's a pretty important

development for us, because, as an independent, relatively small publisher, we haven't had the wherewithal and the marketing budgets to do a serious job on a console title."

But, Bungie is insistent on only high-end consoles. "[*Halo*] is definitely a consideration for PlayStation 2. However, we just got a Dreamcast, and think it's an excellent new console."



**LA FEMME KONOKE** Oni's wily heroine exhibits her pistol-packing power.



**HALOED GROUND** Real-time graphics? Yes. Multi-player battles? You bet.

# CAMPAIGN ROADSHOW

The media mediums of print and television are scrutinized for inventive, humorous or off-the-wall adverts, as voted by the readers of this magazine.

## TOP 3 TELEVISION COMMERCIALS OF OCTOBER

### 1 SEGA DREAMCAST

Loudmouth Jim McMahon tells Randy Moss and Rayman how they should be thankful they're not part of the bad old days of Genesis...right before getting carted off by Wolf and Shun.



### 2 UBISOFT TONIC TROUBLE

Just how much fun is it smashing tomatoes, like Ed does in UbiSoft's *Tonic Trouble*? A dozen test subjects don Ed masks and squash buckets of veggies aims to find out.



### 3 SONY UM JAMMER LAMMY

Rock's newest bad-girl guitarist takes her hot new sports car out for a spin, and – in a fit of wild living – recklessly dunks her wheels in a swimming pool. This lamb's a riot... grrrr.



## TOP 3 PRINT ADVERTISEMENTS OF OCTOBER

### 1 MIDWAY READY 2 RUMBLE

This old-fashioned fight-poster-style spread spotlights the hilariously named stars of Dreamcast's goofy boxing title, and even hands out equally amusing descriptions.



### 2 UBISOFT RAYMAN 2

RAYMAN 2 may be kinda funny lookin', but UbiSoft has found a way to make him a classic. This displays our bubble-nosed pal as he would be interpreted by the great artists of our time: Van Gogh, Botticelli, Dali, Magritte, Warhol and others.



### 3 3DO BATTLE TANX

Similar to their TV campaign, featuring Snuggles, this print ad takes this idea further by showing one of the Battle Tanx running down the Wizard of Oz quartet and Toto.



too big?



# Duking it out with Megadeth

Duke Nukem album to include tracks by Megadeth and Coal Chamber

In honor of the great humanitarian and alien butt-kicker Duke Nukem, some of finest in hard rock and hip-hop have contributed songs to a tribute album of sorts called *Duke Nukem: Music To Score By*. Inspired by the Duke Nukem series, the disc includes two previous-

ly unreleased Megadeth tracks, *Duke Nukem Theme* and *New World Order*. Additionally, a similarly unavailable Corrosion Of Conformity tune, *Land Of The Free Disease*, as well as two songs that have never been available in the states before, Coal Chamber's *Blisters* and the Extended Depression Mix of Type O Negative's cover of Neil Young's *Cinnamon Girl*.

Ironically, the lead singer of Coal Chamber, B. Dez Fafara, not only wasn't even aware that the song was appearing on the album, but he's also not a big video game player, nor did he know who Duke Nukem was. "I literally just found out," he said, calling in from their current tour with Machine Head. "I was going to ask you guys what Duke Nukem is all about."

Also included on the album (and hopefully aware of it) are previously released tunes by Slayer (*Scream-*



**DUKE SELLS, BUT WHO'S BUYING?** Two tracks from Dave and the boys appear courtesy of Mister Nukem.



**MINING FOR HITS** Coal Chamber, suitably impressed with their new buddy, Duke.

*ing From The Sky*), The Wu-Tang Clan (*It's Yourz*), Sevendust (*Bitch*), Xzibit (*What U See Is What U Get*), The Beatnuts (*Stone Crazy*), Stabbing Westward (*The Thing I Hate*), and Zebrahead (*Song 10*). In addition, the disc contains an interactive strategy guide that can be accessed on a computer's CD-ROM drive, as well as a Duke Nukem poster. So when you've finished feeling groovy and hailing to the king, you can toe-tap to his tunes.

## INCOMING

Checking the latest games coming out in the coming months, one hit at a time.

GAME	STARRING	MISSION	THOUGHTS
<b>WORLD'S SCARIEST POLICE CHASES: DEADLY PURSUIT</b> Fox Interactive (DC) Winter Release	Based on the popular <i>World's Scariest Police Chases</i> , Fox Interactive is in tense negotiations for silver-haired fox host John Bunnell.	The game has four modes: police, criminal, exploration, and racing. There's missions to complete, and a drawn-to-scale city.	<b>COS LAZOURAS</b> "Games like <i>Driver</i> and <i>Midtown Madness</i> are based on our license, but this is <i>World's Scariest Police Chases</i> . You're playing in a living city." 
<b>RESIDENT EVIL: CODE VERONICA</b> Capcom (DC) Winter Release	CLAIRE REDFIELD, the saucy carrot-top of <i>Resident Evil 2</i> , is back to kick some zombie butt.	Claire's still looking for her brother, Chris Redfield, this time at a prison on a remote island. Kill the undead or be killed.	<b>MATT ATWOOD</b> "Kick-ass graphics and Capcom's ability to scare you make this game a compelling thriller. It adds more and different zombies on-screen, and a new setting." 
<b>V-RALLY 2 presented by Need for Speed</b> Electronic Arts (PS) Fall Release	<b>SMALL PRODUCTION CARS ON STEROIDS</b> World rally cars that are small by American standards: Subarus, Toyotas, and Peugots.	Down-and-dirty, rip-around-curves racing with officially-licensed 1999 rally cars in exotic locales—from Sweden to Monte Carlo.	<b>PETER ROYEA</b> "Bringing it into the <i>Need For Speed</i> arena was a logical extension of the idea of taking high performance cars, pushing them and getting them dirty." 
<b>EXCITEBIKE 64</b> Nintendo (N64) TBA	<b>YOU.</b> There are no "name" riders in this game, it's all about you and the bike.	Hit huge jumps, pull-off mid-air tricks, and try to avoid eating dirt. Not as easy as it sounds.	<b>GEORGE HARRISON</b> "A Nintendo Entertainment System classic is updated for the 3-D era with brand new features and adrenaline-pumping game play." 



too far?



platinum

## RANTING

### NO HOLDS BARRED EDITORIAL SEETHING

#### No.1 DREAM ON

Playing games on your Dreamcast is a little like Russian Roulette. David Hodgson finds out the hard way.... Learn from it.

**E**ver since my Dreamcast joypad's right shoulder button made a suspicious "crunching" noise and turned from analog to digital and my Dreamcast scratched a groove in my slightly-warped GD-ROM, I've been worried about my dream machine.

Then, of course, along came Midway's defective *Ready 2 Reload*, a complete lack of online multiplayer gaming potential between now and (apparently) next August, and a VMU that wipes data when the batteries run out. My tension heightened.

Add in the fact that my American system fails to recognize my import *House of the Dead 2* gun, my *NFL 2K* playing chum can't call time outs, and I've almost lacerated my fingers while wrestling a spinning disc out of the deli-slicer GD-ROM tray. I had issues. At this point, I freaked.

I learned my lesson the hard way. Take care with your pads; they aren't built to last. Don't place even a slightly warped GD into your tray (unless you want important information removed) and keep them away from even microscopic dust.

Return *Ready 2 Rumble* and buy *Soul Calibur*, be content to download *Sonic A-Life* characters and play AT&T sponsored *Sonic Adventure* levels, and send your VMU to "sleep" after every game.

Buy an endorsed light gun, tell your *NFL 2K*-playing buddy to keep hitting start until he can call time outs again, and wait until the disc halts before attempting removal.

And pray that Sega gets its act together.



Illustration: Fred Harber

# Shredded Beat

THQ and MTV to pair on series of extreme sports games

Fans of MTV Sports who are tired of wading through Backstreet Boys videos just to see some half-pipe action are getting a reprieve, as THQ has announced plans to work with the network's sports division. Besides promoting games during such events as Snowed In weekend and Spring Break, THQ will secure bands whose music is heard during MTV Sports for the games' soundtracks.

The first title is *MTV Sports: Snowboarding*, which is being developed by Radical Entertainment. The



**RAPID EYE MOVEMENT** The fully-clothed Blink 182 are adding tunes to MTV's title.



**LO-GLO** Suitably hip, lots of red and silver and Kennedy nowhere in sight. Excellent.

game allows players to hit the trails of five mountain resorts, compete in five events, and break their virtual legs while trying to pull off one of 46 different moves. Adding to the fun will be music by such bands as Ministry, Blink 182, 10-Foot Pole, H2O, Pulley, the Voodoo Glow Skulls, and Fear Factory.

MTV and THQ are also working together to develop games involving some of the network's on-air personalities, but gamers shouldn't expect to see a shooting game called *Kurt Loaded* anytime soon.

## Going Non-Ape

Fox Interactive reveals their *Planet of the Apes* game

If you think Fox's *Planet of the Apes* game will be a dull rehash of the movies, think again. Developer Visiware has spent the last eight months hammering out a totally original storyline that will turn the old screenplay on its ear.

"Everyone knows the story, and there's no shock value to going along with the old plot," said Producer Cos Lazouras. So, while the opening stays true to the first film with a crash landing on a future planet Earth and Ulysses losing his crew to the manhunt, the similarities end there.

Your character, Ulysses, is a human "messiah;" and the villainous gorilla leader is a simian Hitler. The new tale also introduces a militant race of mandrills that serve as an S.S.-type police force. Old allies Cornelius and

Zira are now your enemies; and — sit down for this, POTA fans — they're not married.

The gameplay will be third-person action adventure with an emphasis on problem solving, and is played out on 15 levels. Your character has three modes: normal, athletic and stealth; and interacts with every creature in the game.



**APE ESCAPE** Chimp fun begins on the PlayStation and Dreamcast this Spring.



too risky?



NOT IF YOU'RE COMMITTED

Vans

# incite US TOP 25

In association with The NPD Group, here are the top 25 best-selling console games for the first two weeks of September, as well as the single-format console top ten charts.

## #1 Best-selling Game

### Final Fantasy VIII

Square / PlayStation

**1**

Lucky for gamers everywhere, Square doesn't understand the meaning of final. Epic story, great characters, and breathtaking cinematics make for an irresistible combination. This is the cream of Square at the pinnacle of their profession.



**2**

### Madden NFL 2000

Electronic Arts / PlayStation

**▲ 7**

Madden may collapse the next time he says, "Boom!" but this football series gets better every year.



**3**

### WWF Attitude

Acclaim / Nintendo 64

**▼ 1**

Can you smell what Acclaim is cooking? Just one of the best wrestling games in town, jabroni.



**4**

### Sonic Adventure

Sega / Dreamcast

**N**

The blue hedgehog is back, and he's faster than ever. Note to Nike: Sonic needs a new pair of shoes.



**5**

### Soul Calibur

Namco / Dreamcast

**N**

Hard slashing armed combat at its best. Maybe now, you'll have a use for those Ginsu knives you bought.



**6**

### NFL 2K

Sega / Dreamcast

**N**

Hail Mary! If there was a Super Bowl for football video games, NFL 2K would win in a blow out.



**7**

### Gran Turismo

Sony / PlayStation

**▲ 15**

No cops, no speed limit, an open road, and a 150 cars at your disposal - it's every guy's wet dream.



**8**

### Driver

GT Interactive / PlayStation

**▼ 6**

Criminal activity and high speed chases aren't fun and games, but they are if you're an undercover cop.



**9**

### Ready 2 Rumble

Midway / Dreamcast

**N**

From uppercut to jab, this boxing game has everything except Don King. That's how we know it's legit.



**10**

### Pokemon Pinball

Nintendo / Game Boy Color

**▼ 3**

Why do we have the feeling that the Yugo would have been a best seller if it had a Pokemon painted on it?



**11** **▼ 2**

### Pokemon Snap

Nintendo • N64

A Pokemon photography game. Sheesh, what ever happened to violence in video games?

**12** **▼ 4**

### Pokemon Blue

Nintendo • Game Boy

The Pokemon madness continues. Children turned sorcerors raising little battling demons.

**13** **▼ 5**

### Pokemon Red

Nintendo • Game Boy

You've got to catch them all! You will catch them all... You will catch them all... You WILL...

**14** **▼ 1**

### WWF Attitude

Acclaim Ent. • PlayStation

Just as much attitude as the N64 game, but without the great graphics. Or gameplay.

**15** **R**

### Crash Bandicoot: Warped

Sony • PlayStation

It's Crash Bandicoot 3. Don't you hate it when they quit using numbers for the title?

**16** **- 18**

### Spyro the Dragon

Sony • PlayStation

A chronically cute 3D platform game. The ability to torment sheep is its redeeming feature.

**17** **▼ 10**

### NFL GameDay 2000

989 Studios • PlayStation

Madden's good, but GameDay is the best football game available for the PlayStation.

**18** **▼ 12**

### Legacy of Kain: Soul Reaver

Eidos Int. • PlayStation

Kain requires you to devour the souls of those you destroy. It's a lot like Wall Street.

**19** **▼ 14**

### Final Fantasy VIII

Sony • PlayStation

Cloud is way overcompensating with that sword, but the game is undeniably a brilliant RPG.

**20** **N**

### A Bug's Life

Sony • PlayStation

Kids enjoy this game adaption of Disney's film. We suggest you carry a can of Raid.

**21** **R**

### Zelda: The Return of Time

Nintendo • Nintendo 64

Further proof that Miyamoto is a genius. You'd think Mario was enough for one life time.

**22** **N**

### Madden NFL 2000

Electronic Arts • Nintendo 64

Sports games on the N64 is like baseball in Montreal. It exists, but just barely.

**23** **▼ 11**

### Super Mario Bros. Deluxe

Nintendo • Game Boy Color

After the Atari dark ages, this title saved gaming. Available again, for the palm of your hand.

**24** **N**

### Blue Stinger

Activision • Dreamcast

No, Sonic hasn't turned into a bee. This is solid 3D action gaming for your new Dreamcast.

**25** **N**

### NFL Blitz 2000

Midway • PlayStation

Toss out the play book, Blitz reduces football to the basics - pain, and more pain.

## CHARTLEGEND

Position this month  
Position last month

▲ new  
▼ re-entry

▲ moving up  
▼ same position  
▼ moving down

## NPD

The detailed chart information provided on this page is provided by The NPD Group (NPD TRSTS Interactive Entertainment Service).

# TOP 10

Nintendo 64



1 N WWF Attitude • Acclaim

2 ▼ 1 Pokemon Snap • Nintendo

3 ▲ 10 Zelda: Ocarina of Time • Nintendo

4 N Madden NFL 2000 • E.A.

5 ▼ 3 Super Smash Bros. • Nintendo

6 ▼ 2 Mario Golf • Nintendo

7 N NFL Blitz 2000 • Midway Home

8 ▼ 5 GoldenEye 007 • Nintendo

9 R Super Mario 64 • Nintendo

10 ▼ 6 Monster Truck M. • Take 2

No real surprises here. Bond seems to be topping up his martini permanently.

# TOP 10

Playstation



1 N Final Fantasy VIII • Square EA

2 ▲ 3 Madden NFL 2000 • E.A.

3 ▲ 8 Gran Turismo Racing • Sony

4 ▼ 2 Driver • GT Interactive

5 ▼ 1 WWF Attitude • Acclaim Ent.

6 R Crash: Warped • Sony

7 ▲ 9 Spyro the Dragon • Sony

8 ▼ 5 Gameday 2000 • 989 Studios

9 ▼ 6 Legacy of Kain • Eidos Int.

10 ▼ 7 Final Fantasy VII • Sony

# TOP 10

Dreamcast



1 N Sonic Adventure • Sega

2 N Soul Calibur • Namco

3 N NFL 2K • Sega

4 N Ready 2 Rumble • Midway

5 N Blue Stinger • Activision

6 N

7 N Hydro Thunder • Midway

8 N Power Stone • Capcom

9 N NFL Blitz 2000 • Midway

10 N Mortal Kombat Gold • Midway

The slight surprise? The success of *House of the Dead 2* without a gun.

# Capcom Orchestrates A Biohazard

Japan Philharmonic plays tribute to the gaming series



HUH, WHAT WAS THAT NOISE? Strike up the band, and then strike down some zombies.

**TYRANT TOE-TAPPER** Epic music, mutating zombies and bad acting combine.

**O**n August 25th at the Sumida Triphony Hall in Tokyo, Capcom staged a special *Biohazard* concert, featuring the New Japan Philharmonic Symphony Orchestra performing a composition by Capcom Sound Team's Masami Ueda. Spanning the entire series, Ueda – who was the main composer for *Biohazard 2* – picked from the greatest *Biohazard* tunes, which were in turn specially arranged by Kazunori Miyake.

The concert opened with an impressive solo from Mitsuko Aotani on the hall's stunning pipe organ, setting the stage for a great performance that night. In the main reception hall, people were able to buy up a full range of current *Biohazard* music CDs; but, on October 21, a special Orchestral Album was released featuring the music from this concert.

#### MUSIC PROGRAM

##### **Biohazard 1**

1. Prologue

##### **Biohazard 2**

2. *The beginning of the story*
3. *Three serenades of Biohazard 2*  
*Peace of Mind*  
*Fearful is no word for it*  
*Secure place*
4. *The ultimate bio-weapon Medley*

##### **Biohazard 3**

5. *BIOHAZARD 3*  
*The 1st stage*  
*The last escape*  
*Save room - reprise*
6. *Land of confusion*



**BIOHAZARDOUS MATERIALS** After the recital, soundtracks were greedily grabbed.

# Play on, PlayStation

With its next generation machine still months away, Sony looks to maintain its ground

**N**ot to be overshadowed by the official PlayStation 2 announcement, the PlayStation's TGS line-up proved that the current system still has plenty of life.



**KEN'S KIN** The father of the PlayStation delivered another bundle of joy - PS2.

The big news for PlayStation race fans is *Gran Turismo 2*. While there's little room for improvement over the original game's already impressive graphics, *GT2* also sports a mind-boggling array of 500-plus cars. In contrast with the original's collection that was dominated by Japanese models, more American and European vehicles are available for play in the sequel.

Sony also looks to give the *Final Fantasy* series a run for its money with an RPG called *The Legend of Dragoon*. Gameplay looks to be standard RPG fare, but the high quality movie sequences are exquisite and rival the best that Squaresoft has to offer.

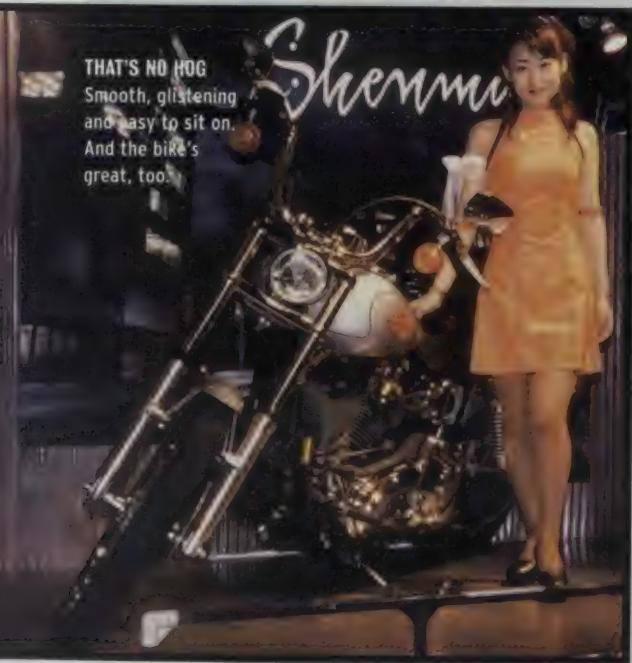
Speaking of Square, the hugely anticipated follow up to its classic RPG, *Chrono Trigger*, is in the works. Where the original title's story line concerned time travel, *Chrono Cross* deals with parallel universes.



**MONKEYING AROUND** "I sweat to death in either a bandicoot or a monkey costume? I'll take the monkey, please."

# Dreamcast Forecast

Damn the PlayStation 2! Sega is undeterred and steams full speed ahead



**THAT'S NO HOG**  
Smooth, glistening  
and easy to sit on.  
And the bike's  
great, too!

**W**ith the successful US launch of the Dreamcast complete, the Fall Tokyo Game Show revealed the next wave of great titles for the burgeoning system.

*Shenmue*, the epic action adventure title from legendary Sega game designer Yu Suzuki (*Virtua Fighter*), is still on schedule for a Japanese release late this year. But US gamers may have to wait a year for the game, as over a 120 American voice actors are currently being hired to ensure a perfect conversion. Even street signs in the game's Asian setting are being reprogrammed to be in English.

*Resident Evil* fans will be happy to know that Capcom's *Resident Evil: Code Veronica* looks to set a new standard for the Survival Horror series. As expected, the new game is the best-looking of the franchise, and is said to be ten



**POP TART** J-Pop celebs donned purple wigs and pranced over at the Sega booth.

times bigger than the already substantial PS *Resident Evil 3*.

A new Dreamcast version of the Sega arcade favorite *Virtual On* was also on hand. While a version appeared on the Sega Saturn, this DC update (known as *Virtual On: Oratorio Tangram*) sports new battle areas, and the improved graphics bring home a real arcade feel.

# Dreaming of F355

Yu Suzuki talks about his arcade to Dreamcast crossover

**S**henmue creator Yu Suzuki recently showed off the Dreamcast capabilities of his new arcade racer, *F355 Challenge*. Suzuki's new Twin Cabinet machines are equipped with two VMU slots for saving your game data. You can take home a full list of stats, including your racing line, lap times, engine rev count, speed, and gear.

Slot one gives you a red racing line, and the second creates a yellow racing line. By comparing the two, you can see if you have been able to improve your performance. The old three-screen model only came equipped with a mini-printer that spit out a hard-copy.

Right now, you can only view this on the arcade machine until

the DC version is released sometime next year. However, Suzuki said a similar special feature that allows you to save and use data on your VMU will be available with *Shenmue*, but the exact uses are still a secret.



SHIFTING GEARS Plugging in two VMUs lets you inspect your driving performance.

## Space Jam

Nintendo shows off their latest at the Space World '99 show in Japan

**A**t the Nintendo Space World '99 show (August 27-29), Nintendo finally revealed the long awaited 64DD, a hardware add-on for the N64 which allows you to access the Internet and save game data to a read/writable disk. Center of attention was *Doshin the Giant*, the star of a brand new 64DD game. Other games on display included *Talent Studio* and *Paint Studio*, which let you could draw pictures and design 3D models, and the *F-Zero X Expansion Kit* equipped with a new track builder feature. RandNet, the company handling the 64DD, announced that Internet services would begin Dec 1. In Japan, of course.



SLIPPED DISC The 64DD will finally arrive... nearly two years late.

## Do I amuse you?

The Japanese Amusement Machine Show displayed all that's new for arcade

**T**he world's largest arcade event, the Amusement Machine Show, from Sept. 9-12, clearly showed that the amusement game industry has little to offer in competition to the growing dominance of the home console. Although Sega and Capcom unveiled a strong range of games, Namco, Taito, Konami, and SNK revealed little to get excited about.

Sega's Naomi-dominated line-up was well received and may well become future DC titles. But few third party games – except from Capcom (*Spawn* and *SNK vs. CAPCOM*) and Tecmo (*Dead or Alive 2*, below, whose well-endowed woman still defy gravity in every way possible) – were evident, proving that promised support for Naomi as an arcade standard has failed to materialize.





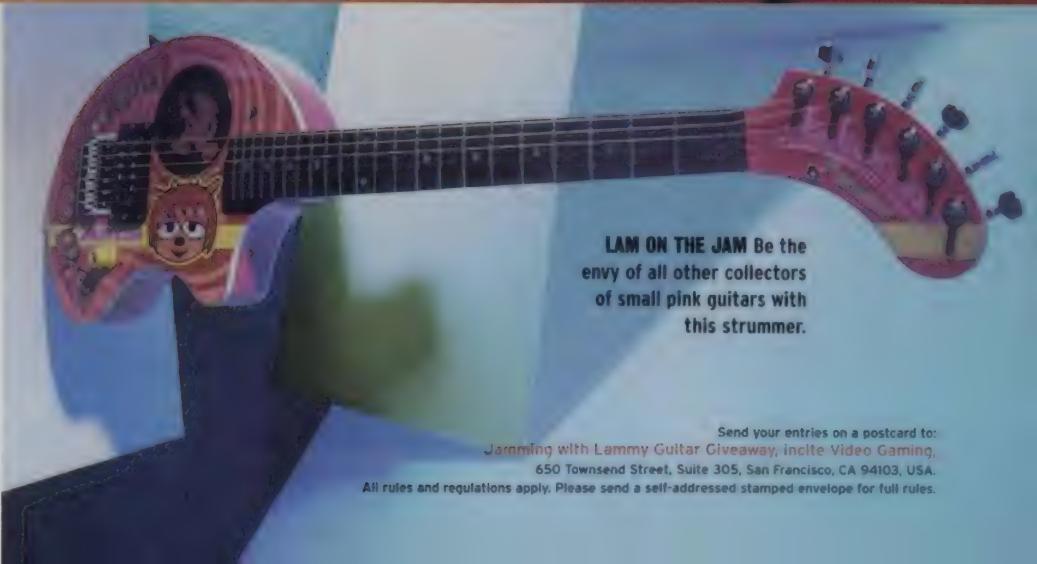
# AM Jam with Lammy

Namco strike a chord with Sony and release the *Um Jammer Lammy* arcade game  
Join Milk Can as *incite Video Gaming* gives away a real Lammy guitar!

Over at Japan's premiere arcade event, the Amusement Machine show, the interactive arcade game craze strode one more step towards insanity with the arrival of the *Um Jammer Lammy* arcade strumming game. Patrons must play along to Milk Can's beat with a real guitar.

We were so impressed by the quality of these instruments that we nabbed a real working *Um Jammer Lammy* guitar, and are giving it away to the first reader who can answer this shockingly simple question - Who is the secret character hidden away in the PlayStation game *Um Jammer Lammy*?

**MINT SAUCY** The hostesses at the Amusement Machine threatened to smother our photographer with merchandise.



**LAM ON THE JAM** Be the envy of all other collectors of small pink guitars with this strummer.

Send your entries on a postcard to:  
**Jamming with Lammy Guitar Giveaway**, *incite Video Gaming*,  
650 Townsend Street, Suite 305, San Francisco, CA 94103, USA.  
All rules and regulations apply. Please send a self-addressed stamped envelope for full rules.

# WANTED:

## THE WHEELMAN.

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EVIDENCE

# Kickin' Booty

The star of *The Wood*, *Booty Call*, and *For Your Love* is addicted to fighting games. Paul Semel just wishes she'd stop ripping his head off.

**S**mart, sexy, and sassy, actress Tamala Jones is a real dream. If you face off against her in a fighting video game, though, she's a nightmare. Not because she might accidentally spill a Coke on your PlayStation, but because she'd kick your ass. This girl doesn't mess around when it comes to fighting games, in fact, she's such a video game addict that before getting her hands on a Dreamcast, she was playing games on her cell phone. "Besides watching TV," she says, "that was my thing right there, to play games. You're missing out if you're not playing video games."

**What was the first game you ever played?**  
It was... *Centipede*. And then I got down with *Ms. Pac-Man*, I went to her man, *Pac-Man*, and then I graduated from those to *Asteroids*.



**SHE GOT GAME** Tamala relaxes after her sixth *Soul Calibur* victory.

**Was all that in an arcade, or on Atari?**  
I had an Atari at home, but when I would go to the Boys Club, they had all these video games. So I'd be down there, popping quarters.

**Were there any you were really good at?**  
*Centipede*. I always got to type my initials in. Though when I started getting older I would put in P.Y.T.: Pretty Young Thing [laughs].

**What kind of games do you like now?**  
I'm down with *Mortal Kombat*. Any fighting game, I'm there.

**You kicked my ass earlier at *Soul Calibur* and *Mortal Kombat Gold* on the Dreamcast. How did those stack up for you?**  
*Soul Calibur* was just hot. The graphics just took my breath away. I liked *Mortal Kombat Gold*, but *Soul Calibur* was the better of the two. I'm going to be on that game for a couple of weeks, wearing it out.

**Where do you play normally?**

Me and my girlfriends, we'll all go over to this other girlfriend's house, and we'll play games. She's got this huge, big-screen TV, and we'll bet who's gonna win.

**What's the most you've won in one night?**  
\$200, but one night I lost \$400.

My girls got me.

**Don't you play with the guys?**

If they let me in.

**Why wouldn't they?**

'Cause I'm a girl. They think you're playing just to play, they don't think you're as serious as they are. But I'm very serious. I can't stand losing. Video games? I will sit there and play for hours until my thumbs are numb just to win one game.

**So are there any games you suck at?**

*Tetris*. I don't care how many times I try to get the blocks to do what I want, I always build to the top.

**Who's the best video gamer you know?**

Marlon Wayans. He has tournaments at his house. It's like a big event, and whenever they play it's Shawn and Marlon Wayans, Omar Epps — you should see Omar, he's so rowdy about games. Oh no, I take that back. Kadeem Hardison is

the video game freak. He's got a throne in his house, upstairs, and his wife isn't allowed to be in there. What is he doing all day? Playing games. He's like the king.

**Have you ever beaten those guys?**  
So many times. I beat Marlon's friend Eric at *Mortal Kombat*. He was talking so much s— that I was like, "Eric, I'm not going to say anything, I'm just going to show you." I sat there and knocked him out cold.

**Do you ever play by yourself?**  
To keep my skills sharp, but I like to compete with other people.

**If you could play a game with anybody—and I mean anybody — who would it be?**  
Jimi Hendrix. Can you imagine? He had quick fingers from playing those guitars, he'd probably kick my ass. I'd also like to play with Madonna. She'd hate it if I beat her, but I'd love it [laughs].

**Are you online with your Dreamcast?**  
Hell yeah! I have little buddies that I talk to online, I'm gonna tell them I got this and I'm ready to play.

**Would you ever want to be in a movie based on a video game?**

Oh heck yeah. I would love to be like a black version of Sonya. Or Ivy, she's hot — she's a bad sister.

**Does it bug you that there aren't a lot of video game characters who are black?**

A little bit, though I don't get upset about it, they're just not there. But they need to be, 'cause a lot of black people play video games.

**If someone made a Tamala Jones game, what would it be like?**

There would be a lot of men, and one woman [laughs].

**Sounds more like a porno.**

No [laughs]! I'd be kicking all their asses. You'd pick the guy whose ass you'd want kicked.

**Have you fantasized about a game hero?**  
No, but when I play *Mortal Kombat* using that four-armed guy, Goro, I always say, "Here's my man."

**So I'm sure you've played strip poker, but have you ever played strip video games?**  
No...but that's an idea. ☺

## GAMER CREDENTIALS

**Years as a Gamer:** 17

**Where you've seen her:**  
*Booty Call* (below),  
*The Wood*, *Blue Streak*, TV's *For Your Love*



**Upcoming Movie Projects:**

*Next Friday*

**Favorite Video Game Character:**  
Sonic The Hedgehog: "He is so fly."

**Systems she owns:** Atari 2600, Nintendo, Genesis, PlayStation and now a Dreamcast!

**I see myself as:**  
Sonya from *Mortal Kombat*, or Ivy from *Soul Calibur*





"Cause I'm a  
girl. They think  
you're playing  
just to play,  
they don't  
think you're as  
serious as they  
are. But I'm  
very serious. I  
can't stand  
losing"



# Recognize This!!

D'Lo Brown puts down his controller and picks up a pen for his first *incite* column. Next month, it's The Rock's turn to talk trash....

This is D'Lo Brown of the World Wrestling Federation and I'm writing my first column from the Reunion Arena in Dallas, Texas. For those of you who don't know me, I'm one of the greatest superstars of the WWF. You better recognize who the hell I am! If you don't – stop reading my column before I slap you. But if you do, read right through because I'm about to tell you the truth about video games.

### The Lo Down

Let me start off by saying the Sega Dreamcast makes every other video game system look like a Tonka toy. The load times are fast. The graphics are phenomenal...the system is revolutionary! I can't stop playing *NFL 2K*. From the look down to the gameplay, it's just incredible. You feel the excitement of being in a football stadium, and the hits are so hard, it'll blow your mind.

But that's not to say that the PlayStation is dead. Last night, I stayed up until five in the morning playing *Driver*. I've also been playing a lot of *NCAA Football 2000*. Over the last couple of weeks, I've taken Rutgers to five straight National Championships. Rutgers was ranked 140th when I selected them; now they're undefeated for five seasons. If only they had my coaching skills in real life.

### Road Rules

Speaking of college football, a bunch of us used to play *NCAA Football '99* every night in the hotel. Brian Christopher would always play as Nebraska, and for a while, no one could defeat him. Finally, Mark Henry, who has no gaming skills whatsoever, stepped up and



started beating Brian with Arizona. Going into the fourth quarter, Mark was up by fifteen points. But then, Brian used the oldest trick in the books. He said, "Pause the game, I need to go to the bathroom." As he got up, he wrapped his foot around the cord and yanked the damn PlayStation off the counter. He reset the game and eventually beat Mark, but everyone knows Brian's record is tarnished. He's just lucky he didn't try that crap on me!

### Next Month

I understand that next issue, The Rock will be writing his first *incite* column. As far as The Rock goes, he's got as much gaming ability as a preschooler playing college football. He can't beat anybody...in anything. He can spin his nursery rhymes and talk about laying the smack down, but when it comes to playing video games – whether it's Dreamcast, PlayStation, or Nintendo 64 – The Rock can't hold a candle to D'Lo Brown. If he's got a problem with that, he can bring two controllers and a game system, and I'll show him who the man is!



Catch D'Lo Brown and the rest of the WWF Superstars Live on tour at a venue near you. Here are upcoming WWF Live events for November:

Date	Location	Tickets
11/1	Washington, D.C.	800-551-SEAT
11/2	Philadelphia, PA	215-336-2000
11/5	Lexington, KY	606-281-6644
11/6	Raleigh, NC	919-834-4000
11/7	Hershey, PA	717-534-3911
11/8	Penn State, PA	814-865-5555
11/9	Baltimore, MD	410-481-SEAT
11/14	Detroit, MI	248-645-6666
11/15	Pittsburgh, PA	412-323-1919
11/16	Cincinnati, OH	513-562-4949
11/20	Toronto, ON	416-870-8000
11/21	Montreal, QUE	514-790-1245
11/22	Buffalo, NY	888-223-6000
11/23	Rochester, NY	716-232-1900
11/26	San Jose, CA	408-998-8497
11/27	San Francisco, CA	510-762-BASS
11/27	Sacramento, CA	916-923-BASS
11/28	Bakersfield, CA	213-480-3232
11/29	Los Angeles, CA	213-480-3232
11/30	Anaheim, CA	714-740-2000

### D'Lo Brown

**AGE:** 28

**Favorite TV Show:**

*Law & Order*

**Favorite Movie:** *The Shawshank Redemption* ("Morgan Freeman is the man!")

**Hobbies:** Video games, fishing, fishing video games

**Best Match:** Match against X-Pac for European title

**Finishing Move:** Sky High, Lo Down

**Most Hated Opponent:** Mark Henry

**Quote:** You better recognize!

I'm D'Lo Brown. Yelling it, 'cause nobody else is telling it!

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Head to head to head to head combat

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# ROCK AND THE SOCK



By Jon Robinson

**Oh, you didn't know!?  
WWF Wrestlemania  
2000 is, without a  
shadow of a good  
goddamn doubt, the  
greatest wrestling  
game ever created.  
Recognize this....**





**MAKE A WISH** Mankind and The Rock each grab a leg and pull to make Kane's groin burn like hell.

**M**agnificently muscular men from "parts unknown" strutting around ringside in makeup, masks, and tights. Lunatics with baseball bats beating each other bloody and rolling around on thumbtacks. Big-breasted blonde bombshells parading their "puppies" and "kittens" to thousands of chanting dogs. A pimp, a porn star, and a demonic dead man battling for championships and souls in steel cages and rings of fire. No, Satan's circus isn't in town. It's the World Wrestling Federation, and if you don't know who they are by now...your ass better call somebody!

The World Wrestling Federation is a "sports entertainment" company with earned revenue of over \$251 million in fiscal year 1999. They have the top rated program on cable television, a new two-hour show that airs every Thursday night on UPN, and they're about to hold a public stock offering to generate millions (and millions!) of dollars in traded shares. You might think that they're just a bunch of big sweaty barbarians who drink beer all day and work only ten minutes a night. But you underestimate them. Everyone underestimates them. Over the years they've grown into one of the most powerful and influential businesses on the planet, and now the WWF (with the help of publisher THQ) has a new focus - video games. Mario and Zelda beware...the Nintendo 64 may never be the same.

Granted, the WWF's male soap opera has been featured in video games before, but fans have always complained about various types of ring rust. Some games

*Continued on page 38*

# SOCK it to you



Talking smack with the king of hardcore himself, Mankind. Take it away!

#### First Impressions:

This has got to be the best wrestling game I've ever played. I just lost to Mark Henry, so the realism is obviously low, but the graphics are outstanding, the sound effects are cool — I like the whole thing. I'm a bad game player, though. It all goes back to the time when I was playing *Colecovision Football* naked and my mom walked in on me. I've had a mental block ever since.

#### Victim of choice:

I want to lay the smack down on The Rock. I'm still a little angry about those eleven chair shots he hit me with at The Royal Rumble. Mankind is happy about everything, but Cactus Jack might need to seek revenge on "The Great One."

#### Tag team partner choice:

I would team up a couple of my personalities like Cactus Jack and Mankind. Together, they'd be unstoppable — and pretty damn good looking, too.

#### Underhand play:

Next time I play The Rock, I'm going to put some Ex-Lax in his Rock Sauce.

#### Painful Memories:

The missing ear is probably the most graphic, but the most painful was the torn abdominal muscle. I began to see the seriousness of the injury when I woke up one morning and my entire penis had turned black. Unfortunately, it remained the same size.



**OH, HELL YEAH** Stone Cold Steve Austin punks Gangrel from one end of the steel cage to the other.

*Continued from page 37*

had fantastic options but no gameplay. Others embraced fast and fun fights but lacked depth. Finally, after years of frustration and thousands of broken controllers, a



**YOU BETTER RECOGNIZE!** D'Lo Brown flies off the top rope to kick Kane in the chops.

wrestling game swaggers to the ring with all of the maddening mayhem and fierce features you've been screaming about. That game is *WWF Wrestlemania 2000*.

Capturing the chaos and controversy of a typical WWF telecast and putting it into a video game is extremely difficult, but *Wrestlemania* is the closest you can get to actually playing an episode of *Smackdown*. The game might not feature the Val Venis castration scene or clips of Sexual Chocolate and The Godfather hanging out with hoes (pimpin' ain't easy!), but it does sport over 50 WWF superstars whaling on each other with an arsenal of weapons and special moves — like The People's Elbow and the Stone Cold Stunner, complete with middle fingers. *Wrestlemania* also features dozens (and dozens!) of gameplay options like bloodshed, instant replays, and outside inter-



**CANDY ASS** The Rock gets ready to drop The People's Elbow on a bloody Val Venis.



**NEW AGE OUTLAW** "Bad Ass" Billy Gunn knocks his old buddy X-Pac out cold with his favorite finisher, The Fame Asser. If you're not down with Mr. Ass, you can "Suck it!"

- Mankind



**LION TAMER** "The Ayatollah of Rock 'N Rolla," Chris Jericho, slaps a submission hold on "The World's Most Dangerous Man," Ken Shamrock.

ference, and various match modes including Steel Cage, Tag Team, King of the Ring, and the always rowdy, four-to-forty fighter free-for-all known as the Royal Rumble.

Wrestlemania's hottest highlight, though, is its Road to Wrestlemania season mode. The stage begins with you selecting a wrestler and his tag team partner. The game then sends you to various TV tapings like *Sunday Night Heat* and *Monday Night Raw* to compete for championship gold including the Hardcore, European, Intercontinental, Tag-Team, and Heavyweight belts. As you work your way up

both the singles and tag-team rankings from no-name jobbers to high-profile contenders, you and your partner develop rivalries with other WWF superstars. Your new adversaries will then interfere in your matches and clobber your noggin with everything from steel stairs to hockey sticks. But don't sweat it, there are plenty of opportunities for payback and pain as the Road to Wrestlemania is paved with bumps and bruises. The higher you soar in the rankings, the more tempestuous your matches turn, and the bloodier you and your oppo-

*Continued on page 40*

"Only that misunderstood genius Vince McMahon deserves to be my tag-team partner. The rest of the WWF "stars" are just boring carbon copies of a mediocre wrestler"

- Jericho

# RAW is Jericho



Y2J is here! Chris Jericho reveals why he is the star for the new millennium

#### First Impressions:

I think it's awesome. It's almost like watching a cartoon. I'm really excited because the game has my goofy walk and my arrogant cover. Wait a minute. What's this? I know the game's not finished but my hair's looking really bad. Where's my ponytail? I should just drive down to THQ and add it myself. This is absolutely ridiculous! Someone down there deserves a butt whipping!

#### Victim of choice:

Basically, every WWF wrestler, including myself. I enjoy playing with myself.

#### Tag team partner choice:

Only that misunderstood genius Vince McMahon deserves to be my tag-team partner. The rest of the WWF "stars" are just boring carbon copies of a mediocre wrestler. No one could stop The Ayatollah of Rock 'N Rolla and Mr. McMahon.

#### Underhand play:

I would take the controller and smash it in my opponent's face. One of my favorite tricks is to turn the game off. That always makes people angry. My advice: If you're losing, just press power.

#### Painful Memories:

I broke my arm and had to have a steel plate inserted. I was attempting a Shooting Star Press, but I landed wrong and that was it. Of course, every other day of my wrestling career I have aches and pains, but nothing compares to that.



*Continued from page 39*

nents become. No one ever said becoming the WWF champ was easy, just ask Mankind. Unlike Mr. Foley, however, you won't need to visit the hospital after being blasted eleven times in the head with a folding chair or getting violently choked slammed through the roof of a steel cage.

Another blazing feature is *Wrestlemania's* wrestler creator. It's not as graphically overwhelming as *WWF Attitude's*, but sports more depth in terms of character attributes. Besides the typical height, weight, and outfit adjustments, you can also determine your grappler's

"Next time I play The Rock, I'm going to put some Ex-Lax in his Rock Sauce"

- Mankind



**WHEN HOES ATTACK** Debra suplexes the Godfather as one of his fine young hoes watches.

speed, endurance, recovery rate, submission skills, jumping distance, and reaction to blood (from panic to aggressive). You can also select your created fighter's entrance mu-

sic, Titantron video, and taunts. Once you develop your wrestler and make him look as insanely goofy or realistic as you like (you can create celebrities, ECW and WCW

# Jobbers: Working 9 to 5

Before their wrestling careers took off, these Superstars led lives out of the spotlight. Here's what they did before they were famous....

## SERVICE TO MANKIND

Mankind served dozens and dozens of patrons at his local beer house. His speciality, though, was bourbon on the socks.



## D'LO COST

D'Lo Brown worked as an accountant in New York. He's the only wrestler who has an easier time doing his taxes than a suplex.



wrestlers, or even old-timers like Superfly Snuka and Tony Atlas), you can then enter him in any of the outrageous match modes in the game and even challenge for the WWF title. How far you can take a ludicrously obese 400 pound pirate who wears a dress and dances around the ring like the Blue Meanie is yet to be determined. But then again, who would have thought that two of the most popular WWF stars would be a guy



**MCMAHON 3:16** Vince McMahon shows Chyna why she should not cross the boss.

named Mr. Ass and a hilarious ex-psychotic called Mankind who's been known to pull a sock out from his crotch only to stuff it down the mouth of a trembling opponent.

*Wrestlemania's* impressive list of options doesn't stop there; it also grants gamers the opportunity to fill Vince McMahon's shoes by booking wrestling matches, and putting together entire pay-per-view extravaganzas. You can name the event, sign up to fifteen match-



**DOGGERY** Road Dogg and Holly are armed and ready to win the Hardcore title.

"I've played a few wrestling games before, but I'm excited about *Wrestlemania* because it actually has the moves that I do in it"

- Edge



**BIG DEAD BASTARD** Edge flies over the top rope to attack Stone Cold and The Phenom.

es, and put any or all titles on the line. So now, if you're a Too Sexy Brian Christopher fan, and you decide he deserves a shot at Triple H and the WWF title, the match is yours, along with any other fantasy matches you've salivated over (what ever happened to The Rock

*Continued on page 42*

## MINIMUM WAGE 3:16

Before dropping Stunners on The Undertaker, Stone Cold was dropping your valuables while working on a loading dock.



## BASKET OR CASKET?

After being burned in a funeral parlor fire by his brother, The Undertaker, Kane had a successful career playing hoops in hell.



# Picture Perfect

**Some finishing moves are as famous as the wrestlers who perform them. Here's how the best moves compare between "real-life" and the actual game.**



## Special Move: STONE COLD STUNNER

Performed by: Stone Cold Steve Austin

**Favorite saying:** "Austin 3:16 means I just whupped your ass!"

**Special move origin:** Michael P.S. Hayes (former member of the Fabulous Freebirds) taught the move to Austin one day while both wrestlers were fooling around in the gym. Austin needed a trademark move; now the Stunner is the most well known finisher in wrestling.



## Special Move: MANDIBLE CLAW

Performed by: Mankind

**Favorite saying:** "Have a nice day"

**Special move origin:** The Mandible Claw was originated by Dr. Sam Sheppard (the man the television series *The Fugitive* was based on). These days, Mankind stuffs a sock down his opponent's throats, temporarily paralyzing them as they're overcome with fear and nausea.



## Special Move: PEDIGREE

Performed by: Hunter Hearst Helmsley

**Favorite saying:** "I am the game!"

**Special move origin:** A hybrid of the piledriver, Triple H says no one can copy his trademark move because "they can't figure out how I do it without killing someone."

*Continued from page 41*

Vs. Chris Jericho, anyway?). Combine the pay-per-view creator with the wrestler creator, and the dream matches become endless. On one card you could conceivably have The Big Show Vs. The Big Show, The Rock Vs. The Crock, Stone Cold Steve Austin Vs. Goldberg, and Mankind Vs. Bill "The Cigar" Clinton. Too bad Monica Lewinsky can't be the special guest referee. Maybe next year.

While the features help add a staggering amount of variety to *Wrestlemania*, it's the gameplay that provides the juice. From the stylish ring introductions that explode with pyrotechnics and authentic WWF music to the scintillating gameplay that's unmatched when it comes to realism and sheer excitement, *Wrestlemania* boasts the moves and attitude of a true ring legend. *Wrestlemania's* engine is basically a supercharged version of the popular *WCW/NWO Revenge* game of a year ago with gameplay enhancements including more double-team moves (think spike piledrivers, double powerbombs, and wishbone leg grabs), simpler reversals, and increased replayability thanks to an extensive list of options and brutal multiplayer bouts. In fact, the four-player rumbles are such truly epic battles that they'll drive gamers to the verge of lunacy



**I'D RATHER BE IN CHYNA** Ivory, Debra, and Chyna battle to become Queen of the Ring.



**STYLIN' AND PROFILIN'** Creating wrestlers is almost as much fun as fighting a match.



### DEFINING MOMENT

I'm sitting in a tiny room playing *Wrestlemania* against the 500 pound Big Show. I'm using D'Lo Brown and he's playing as himself, but he's starting to get really pissed because I'm just hammering his character. He runs out of the ring to get away, so I reach into the crowd and grab a bat and bash him in the head about ten times. The Big Show starts swearing and spikes his controller into the ground. I throw his character back into the ring for a double dose of the Sky High and the Lo Down. The Big Show continues to curse, reaches down, and throws the controller again. "My character sucks!" he says as he walks out of the room. A couple minutes later, he walks back in the room. "Sorry for throwing your controller," he said, "that game's pretty awesome. Let's play again."

**Jon Robinson**

- you'll yell, you'll cheer, you might even pick up a chair and throw it through a window—but most of all, you and your friends will be laughing hysterically and talking more trash than The Rock at The Smack Down Hotel.

*WWF Wrestlemania 2000*'s a classic game, but what else would you expect from the World Wrestling Federation these days. They're on top of everything they do. Don't ever underestimate them again. They are the game. ☺

## WWF WRESTLEMANIA 2000 STRATEGY SPECIAL!

Check out the special strategy section on page 148 for even more on *WWF Wrestlemania 2000*, including how to humiliate your opponents with taunts, how and when to pull off finishing moves, and even how to steal your opponent's trademark slams. The strategy guide also demonstrates how to perform the most electrifying move in sports entertainment, The People's Elbow, courtesy of The Rock.



**DOUBLE DOWN** D'Lo Brown hits a Sky High while Chris Jericho flexes his muscle with a Triple Powerbomb during a high-flying four-player Royal Rumble.

## The Verdict

### HOW THEY COMPARE

**WWF WRESTLEMANIA 2000**  
The most electrifying wrestling game ever! You smell what WHO's cooking?

### WWF ATTITUDE

The player models, features, and sounds rock, but the gameplay needs tweaking.

### WCW/NWO REVENGE

Outdated but fun, *Revenge* is still the best WCW game on the market.

### WCW MAYHEM

*Mayhem* takes the WCW mess and makes a mess of a game.

### WCW NITRO

Worse than Hogan's acting and more painful than *Nitro* on TV. Truly pathetic.

### GRAPHICS

Cartoonish characters speeding around the ring are better than motion-capture slugs any day. Fast and fluid.

### SOUND

The game lacks the voice-overs of *Attitude*, but authentic music and great special effects help hype the atmosphere.

### CONTROL

Flawless controls and simple button commands make *Wrestlemania* accessible to wrestling game rookies and vets.

## WWF Wrestlemania 2000

**PROS:** Multi-player madness. Addiction of Steel Cage, Road to Wrestlemania, and Pay-Per-View creation.

**CONS:** Wrestler models aren't as sharp as *Attitude*, and the lack of voice clips is disappointing.

### OVERALL

Everything fans love about the WWF. Even non-wrestling gamers will be attracted to the galvanizing gameplay.

**5**  
OUT OF 5



"Man, I look really cool in this game. The focus is on making the moves look realistic, and that's what counts. The gameplay's also a lot easier."

- D'Lo Brown

# DOWN with D'Lo



The most famous man in Paris pontificates. Will Europe ever be the same?

### First Impressions:

*Wrestlemania*'s the bomb! Man, I look really cool in this game. There's not as much attention paid to the facial features of each wrestler like *WWF Attitude*, but more focus is on making the moves look realistic, and that's what counts. The gameplay's also a lot easier. You don't have to press left, left, up, up, down, right just to put a hammer lock on somebody.

### Victim of choice:

I'm going to beat down that fat bastard Mark Henry.

### Tag team partner choice:

Anyone but Mark. Actually, you always have to go with the man, Steve Austin. If I can't get it done, Stone Cold can just come in and drop our opponents with the Stunner.

### Underhand play:

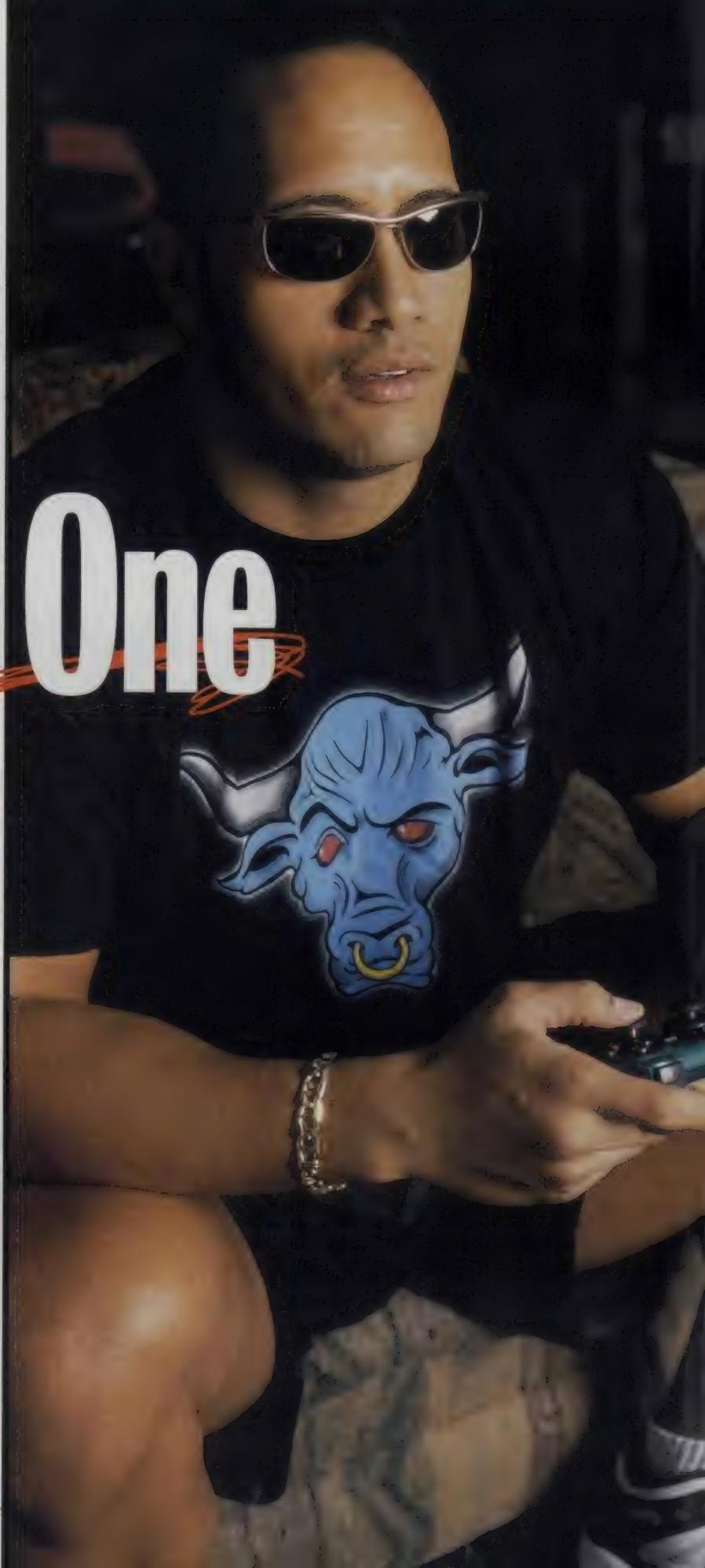
I like to pull people's controllers out of their hands and whip them with the joysticks until I win — fighting sticks work the best. Choking fools with controller wires is also very effective. Sometimes when I'm losing, I'll kick the game to reset it. I'm always like, "Oh, man, I didn't mean to do that."

### Painful Memories:

Three years ago I knocked out my three front teeth and almost broke my neck attempting a Shooting Star Press. I'll never try that move again.

# One on One with the **Great One**

The most electrifying athlete in sports entertainment, the 27 year-old, three time former world champ has the catch phrases that fans sing along to and the comic book good looks that make the ladies scream. Here's what The People's Champ had to say about **WWF Wrestlemania 2000**, winning the European title on a bet, and what he thinks of Goldberg.





**Name:** Dwayne Johnson

**Persona:** The Rock

**Age:** 27

**Best Matches:** Wrestlemania XXV title defense against Stone Cold Steve Austin. Series of title bouts against Mankind.

**Best Weapon:** Steel Chair. Hit Mankind over 10 consecutive times in the head before knocking him out cold at the 1999 Royal Rumble. Earlier in career, nailed Ken Shamrock in the face with one of the best chair shots ever seen.

**Words & Phrases:**

Candy ass, jabroni, sing along with the champ, laying the smack down (also, layeth the smacketh downeth), educate your monkey ass, if you smell what The Rock is cooking!?

**Best Parody:** HHH dressed in Rock gear, calling himself The Crock...complete with People's Eyebrow

**Favorite Video game:** Madden Football series

**Favorite Magazine:** incite (what else?)

**What do you think of WWF Wrestlemania 2000?**

One word – electrifying. It's the best damn wrestling video game I've ever played, and that's saying a lot because The Rock is king of all video games.

**What aspects of Wrestlemania make it so great?**

As I was playing the game, the first two things that really jumped out at me were the overall speed of Wrestlemania's gameplay and the fluidity of each wrestler's movements. While the character models aren't as detailed as *Attitude's*, Wrestlemania's gameplay is a whole hell of a lot smoother and faster. The four-player Royal Rumbles are especially exhilarating as you can lay the smack down on three jabronies at once. Something else that really makes the game stand out is the way The People's Elbow is delivered. The Rock stands over his opponent, kicks the arm, and slowly reaches for the elbow pad before delivering the most electrifying move on the planet – and that's something *Attitude* promised, but failed to deliver. I also like the fact that you don't have to press up, down, left, right, stand on your head and jump out the window in a burning ball of flames just to pull off a Rock Bottom.

**When you play Wrestlemania in Tag Team mode, whom are you going to choose as your partner?**

Initially thinking about it, The Rock would've chosen to create you, Johnny Ballgame, or Jon Robinson, or whatever the hell you're calling yourself these days. But now that we've played the game against each other all night, I've pretty much come to the conclusion that you, without a shadow of a doubt, suck. You will never ever be The Rock's tag team partner. Not in this game, not in anything. So as far as choosing another tag team partner, I would just choose another Rock, because who's better than The Rock? No one. I think I'll call my new team Rock Squared.

**What characters do you want to beat the hell out of in the game?**

What kind of stupid question is that? Of course The Rock is going to lay the smack down on Stone Cold Steve Austin. We don't see eye-to-eye now, and I doubt we ever will...our rivalry's forever. After Steve Austin, The Rock is going to go down the line layin' the smack down on candy asses. When someone pops in Wrestlemania for the first time, why should they play as The Rock? Jimmy, if you were a little bit smarter, you'd realize how stupid you sound.

**Actually, Rock, my name's Jonny.**

IT DOESN'T MATTER WHAT YOUR NAME IS! Obviously the millions and millions of The Rock's fans, soon to be the billions

and billions of The Rock's fans will want to play as The Rock because The Rock has it all – complete with The People's Eyebrow, The People's Elbow, and The Rock Bottom. The Rock's checking jabronies into the Smack Down Hotel, 24 hours a day, 7 days a week, 365 days a year, including leap years. The Great One has the best moves in the game. The Electrifying One looks the most stunning. And, of course, once someone chooses The Rock, they will become the most electrifying gamer in sports entertainment video games. Period. If you smell what The Rock is cooking!?

**Do you enjoy playing video games in your spare time?**

Absolutely. But at the same time, when you're The Great One, you get very little spare time. Whenever I'm home, and I'm not fishing or hanging out with Dany (The Rock's wife), I'm playing video games with my brother-in-law, Hiram, who's the quintessential loser every time we play. I honestly think he's considering therapy because he has not psychologically recovered from all of the ass whippings

Continued on page 46



**THE PEOPLE'S GAME** The Rock's ready to lay the smack down on video game candy asses.



**"You are now talking to the history-making grand slam champion. I've held every major title in the WWF!"**

*Continued from page 45*

I've given him over the last couple of years.

**What are some of your favorite games?**

I love sports games, especially the *Madden Football* series. I've been dominating the gaming gridiron since *Madden '92*, and everyone who's challenged me knows that I'm the best damn *Madden* player around. I also enjoy games that touch The Rock's intellect, like *SimCity*.

**Do you play video games against the other WWF superstars?**

I pretty much play solo when I travel, but there are a lot of guys who bring their PlayStations on the road with them. D'Lo Brown is big into videogames. So are Mark Henry, Brian Christopher, and Kane. There was one time when we had a big video game tournament in New York. The Rock was up there laying the smack down on everybody and then Stone Cold showed up. We threw *Knockout Kings* in the PlayStation and The Rock knocked him out in a record 32 seconds. But who knew Stone Cold was going to play as Roberto Duran? Austin just got up off the couch and walked out of my hotel room muttering something about "No más, no más."

**Is there any truth to the rumor that you won the European belt from Mark Henry on a video game bet?**

That rumor's true. I can see that on *The People's Grapevine*, word travels fast.

The night Mark Henry was given the European title, The Rock went

up and congratulated him. Then The Rock looked him square into those beady little eyes and said, "You don't have enough hair on your ass to put that European title on the line. You want to go one-on-one with The Great One at *Madden*



**WRESTLEMANIACS** The Rock and Mankind play a heated game of *Wrestlemania* before a show in NY.



**YOU SMELL WHAT THE ROCK IS COOKING?** As The Rock prepares to drop The People's Elbow in the game, The Rock takes time out to stare down his video game opponent, and real life tag team partner, Mankind.

2000...winner gets the gold?" He looked at me with drops of fear running down his cheeks and drops of piss running down his leg and said, "Let's play." So The Rock went back in time and chose the Pittsburgh Steelers of 1978, then proceeded to do what he does best, and that's to layeth the smacketh down on his candy ass. So with a little help from Terry Bradshaw and Jack Lambert, you are now talking to the history-making grand slam champion. I've now held every major title in the WWF!

**Before all the fame, how did you get started in wrestling?**

I was playing football at the University of Miami and I had the lofty goal of making it to the NFL. My senior year, I was a pre-season All-American and everything was looking good until I ruptured two disks in my back and herniated a third. Instead of taking two weeks off, I only took two days off which did a lot more harm than good. I played the whole season injured and had a very unproductive senior year. I didn't get drafted, nor did I receive a free agent contract with any NFL teams. I ended up signing a three-year contract with a CFL team up in Calgary and played there for half a season. At that time, I came home and realized that I was at one of those crossroads in life. I decided to retire from football and train for what I feel like I was born to do...and that's wrestle.

**Now, let me understand something. You were The People's Champ, then you were The Corporate Champ, and now you're The People's Champ again. Why should the people trust you?**

Well first of all, you're going to get the People's Foot right up your candy ass if you keep asking The Rock stupid questions. Second of all, it's not a question of whether the people can trust The Rock, the people can just trust that The Rock will always keep them entertained.

**How long do you want to stay in wrestling?**

I'd like to wrestle as long as the good Lord blesses me to keep doing what I do. As

long as I'm creative, innovative, and continue to raise the bar in sports entertainment – where my peers are following my lead – I'll be happy. Ideally, my contract with the WWF is for another five years and I will sign one more after that. This business, I have a passion for and a love for and it was born into my blood so I'll always be around it somehow, somehow, some form or fashion. After wrestling, you'll probably see The Rock up on the big screen, and after that you'll probably see me accepting my Academy Award for best actor. I'm actually looking at a bunch of scripts right now, but my first priority, of course, is once again becoming the WWF champion. As you know, I'm the best damn WWF champ there ever was.

**Is it true that you also have a book coming out?** Yes. It's called *The Rock Says* and we're looking to have it out in January. The book tells my life story, from May 2, 1972, the day The Rock was born, up until present. Speaking of the present, it's time for my match. Sorry, J., but I have to go lay the smack down on those two jabronies, The Undertaker and The Big Show.

**Before you leave, do you have a Rockism for *incite* readers?**

Here's a special new Rockism I made up for the readers of *incite* magazine: Once you've checked yourself directly into the Smack Down Hotel and you've stayed in your room for a couple of hours, go across the street into the Candy Ass Café. Your main course will be a double Rock burger with cheese and some extra Rock sauce on the side – and if the readers are anything like you Jon, I know they like the extra Rock sauce. On top of that you can have some roody pooh pooh and wash it all down with a nice big glass of monkey piss with free refills...forget that, there ain't nothing free at the Candy Ass Café, so you can pay for every drop of monkey piss you drink. If you smell what The Rock is cooking, you cockamamie piss clams! ☺

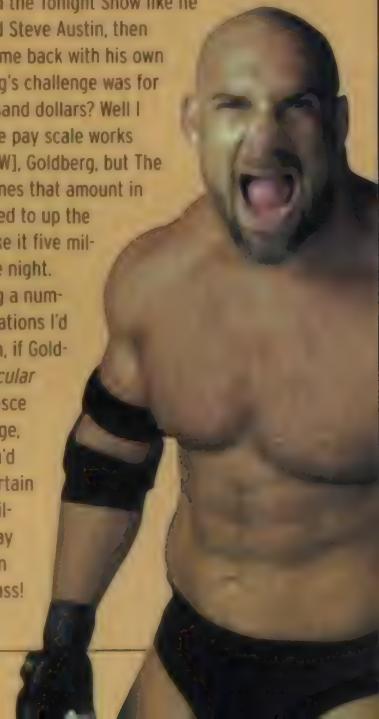
# ROCK vs. Goldberg?

Wrestling fans always wonder who would win a fight between Steve Austin and the WCW's Goldberg. We think the real battle of champions would be between **The Rock** and **Goldberg**.

**The Rock responds:**

The Rock always calls a spade a spade, and Goldberg's definitely a man and a half. The Rock is actually friends with Goldberg, and I've spoken to him on many occasions. But if it ever came down to a match between The Rock and Goldberg...should I just slap you dead in the mouth for asking such a stupid question or should I save that for later? OK, OK, don't get scared. What's that smell? Did you just crap yourself or something Jon? Anyway, back to the question. I think if Goldberg were to ever, and I mean ever, go on national TV and challenge The Rock to a match on the Tonight Show like he did with Stone Cold Steve Austin, then The Rock would come back with his own challenge. Goldberg's challenge was for one hundred thousand dollars? Well I don't know how the pay scale works down south [in WCW], Goldberg, but The Rock makes ten times that amount in one night. We'd need to up the ante for one – make it five million dollars for one night.

Then after meeting a number of other stipulations I'd have for the match, if Goldberg had the testicular fortitude to acquiesce The Rock's challenge, then of course you'd see The Rock entertain his millions and millions of fans and lay the smack down on Goldberg's candy ass! Sorry, Bill.





**G**argantuan areas. The only ones that will need a change of equipment. Gargants will fall before your legendary blade. From a Chimaera's vast lair, until Gorgon's no opponents stand. Because every swordsmanship Master passes through the gauntlet





Ever seen a crowd  
Barbarian wet his loincloth?

# XENA

WARRIOR PRINCESS™

USA  
NETWORK

Watch weeknights at 6pm / 5c on USA

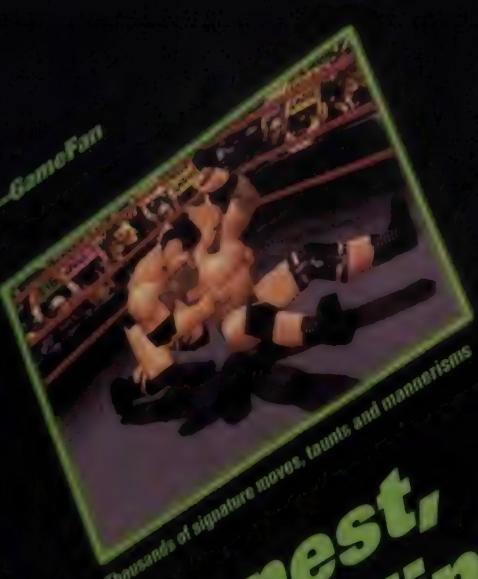
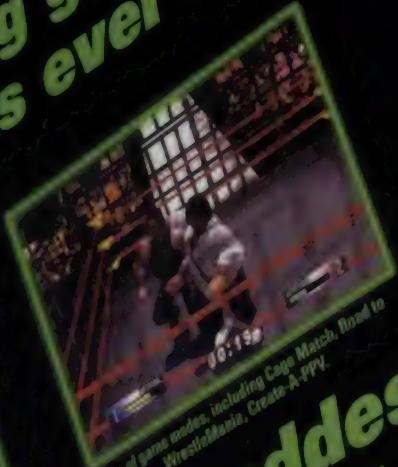
Mimotors and Medosas are just a few of the creatures that will give you a big eye kick as you travel your way through seven lands. Your quest is to find your way to Xena's heart as through her stream.

[www.xenagame.com](http://www.xenagame.com)

Prima strategy  
guide available.



**"The most electrifying  
wrestling game the  
world has ever seen!"**



**"The biggest, baddest, meanest,  
fattest, coolest, raddest wrestling  
game in the known universe."**

WrestleMania 2:  
The first WrestleMania  
featuring a royal

85

WrestleMania 4:  
Perry Hart makes his first  
WrestleMania Heavy  
weight title tournament

86

WrestleMania 6:  
The tide turns as  
both Mega Powers  
lose in the same night

87

WrestleMania 5:  
Shawn Michaels  
makes his debut  
as a member of  
The Rockers™

88

WrestleMania 7:  
The Undertaker scores a  
decisive victory in his  
WrestleMania debut

89

WrestleMania 8:  
Shawn Michaels and  
Razor Ramon wrestle  
for the IC Strap in an  
original hardcore classic

90

WrestleMania 9:  
Federation Championship  
changes hands  
twice in one night

91

WrestleMania X:  
Shawn Michaels and  
Razor Ramon wrestle  
for the IC Strap in an  
original hardcore classic

92

WrestleMania XI:  
X-Pac™ and Road Dogg™  
make their WrestleMania™  
debuts as ringside  
support for Jeff Jarrett™  
and Razor Ramon™

93

94

95

96

97

WrestleMania 13:  
The Undertaker™ begins  
his second Federation  
Championship reign  
with a main event victory

R&W STEVE AUSTIN

entrances complete with Thantron™ and theme music

Nintendo Power  
WrestleMania XIV  
In an epic contest, Stone  
Cold Steve Austin becomes  
World Champion with a win  
over Shawn Michaels™

WrestleMania XII:  
Heartbreak Kid Shawn  
Michaels wins a 60 minute  
Iron Man match for the title

Thousands of signature moves, taunts and mannerisms

GameFan

Tons of game modes, including Cage Match, Road to  
WrestleMania, Create-A-PPV.

Complete Create-A-Wrestler Mode—choose instructions  
moves, costumes and fighting styles

Complete Create-A-Wrestler Mode—choose instructions  
moves, costumes and fighting styles

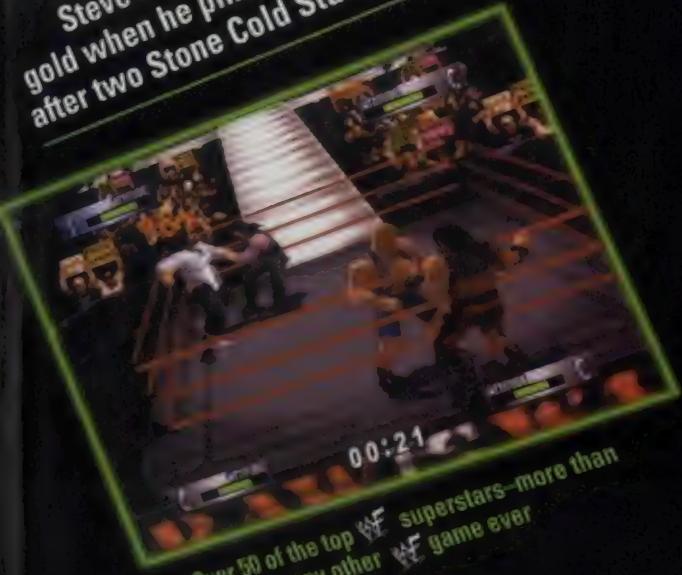
TEEN

ANIMATED VIOLENCE  
MILD LANGUAGE  
SUGGESTIVE THEMES

Visit [www.ewrb.org](http://www.ewrb.org) or call 1-800-771-3772  
for rating information

8 99

WrestleMania XV  
Steve Austin™ recaptures  
gold when he pins The Rock™  
after two Stone Cold Stunners



[www.wwf.com](http://www.wwf.com)

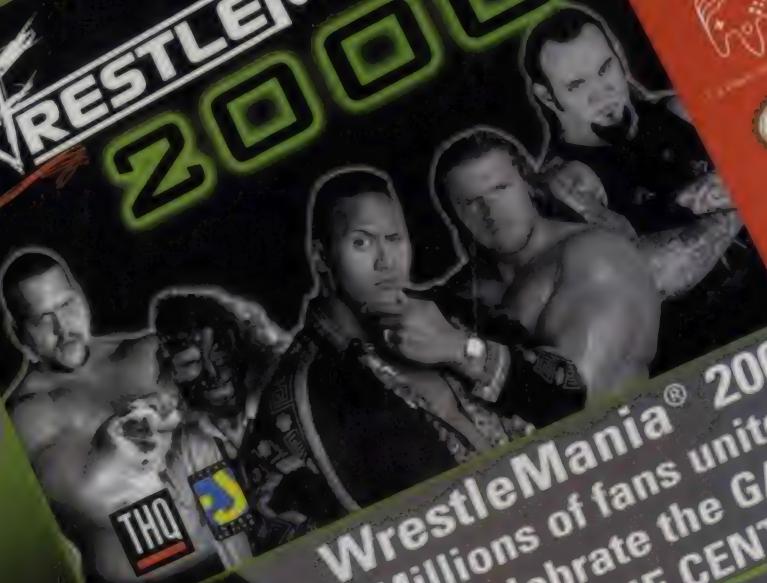
[www.thq.com](http://www.thq.com)

[www.jakkspacific.com](http://www.jakkspacific.com)

World Wrestling Federation®



# WWF WRESTLEMANIA 2000



WrestleMania® 2000  
Millions of fans unite to  
celebrate the GAME  
OF THE CENTURY.

NOVEMBER 1999



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It's black and it's beautiful. But Sony's follow up to the PlayStation phenomenon is more than just a game machine; the PlayStation 2 will change the very way you look at entertainment forever

**Product:**

PlayStation 2

**Price:**

Japan gets it first for a paltry ¥39,800 (approx. \$400). SCEA has yet to determine a price for the USA.

**Available:**

Those lucky people in Japan can purchase one on March 4th, 2000. The US launch is currently slated for a Fall release next year.

**Comes With:**

Dual Shock 2  
Analog Controller,  
8MB Memory Card,  
Demo Disc,  
AV Multi Cable,  
AC Power Cord



# Game Over

Sony unveils the most powerful video

By Roger Burchill

In the future, there will be a single, magical box attached to your television that will instantly deliver a symphony of sights and sounds beyond your wildest imagination. The box will unleash the spectacle of major motion pictures, issue the siren call of haunting melodies, and beckon you into a world of discovery and adventure. If you ask Sony, the future is now, and your time machine is called the **PlayStation 2**. We delve deep to uncover the system, and more importantly, the software.

**BY VAIO**

Sony's Vaio development team specifically designed the machine to elicit strange gasps from the gaming public.

**Dimensions:**

12" x 7" x 3"

**Weight:**

4lbs. 10 oz.

**CPU:**

128-bit Emotion Engine  
294.912 MHz  
32MB Direct RDRAM  
Memory

**Comments:**

It's fast; really fast. Forget your PC, the PlayStation 2 is the most powerful home gaming system ever created. You know how the Dreamcast is thinking? Well, the PlayStation 2 already earned its degree.

The PlayStation 2 is configured to be the ultimate game machine. The 128-bit "Emotion Engine" chip at its heart offers performance four times greater than a state-of-the-art PC. Working in conjunction with a graphics synthesizer chip, the Emotion Engine allows the PS2 to offer visuals that were once the exclusive domain of computer animated movies. Remember those breathtaking movie outtakes in *Final Fantasy VII*? Look for PlayStation 2 games to offer in-game graphics of that quality.

Although details are scarce, the launch line-up for the PlayStation 2 could well be the most impressive in number and quality in video game history. Already, franchise titles like *Gran Turismo 2000*, *Tekken Tag Tournament*, *Street Fighter EX 3*, and *New Ridge Racer* are set to herald the arrival of the new system. A lack of software content is an unlikely scenario for the PlayStation 2 as there are currently 89 Japanese, 46 North American, and 27 European companies actively developing games for

the new platform. In addition, the machine is backward compatible with the current PlayStation's library of over 600 games.

An early peek at *Gran Turismo 2000* reveals perfectly articulated cars sporting paint jobs that reflect the light from each and every street lamp that populates the city streets in the game. The suspensions on the cars visibly compress as the cars go over crests on the course. Although a final vehicle count hasn't been announced,

*Continued on page 54*

# game system ever known to man

# Sony has labeled the PlayStation 2 a computer entertainment system

*Continued from page 53*

there should be little problem in matching the 500 plus of cars available in the PlayStation versions of the game. *Gran Turismo 2000* looks like it will have little trouble defending its series title as the most realistic and best looking racing experience available.

*Tekken Tag Tournament* is another title that looks far along in its development. The familiar cast of characters is absolutely lifelike with no trace of the jagged polygonal forms evident in previous generation fighting games. The fluid forms of the fighters are set within environment backdrops that astound in size and detail. You may initially have trouble concentrating on the game, as your attention will easily be distracted by settings like an ancient temple replete with fire breathing statues. Small details like the flames of the fire look so real it looks as if it might be able to actually burn you.

But beyond the PlayStation 2's ability to provide the ultimate in next generation video gaming is its intriguing capability of being a one stop box for all your entertainment needs. The PS2's ability to play both DVDs and music CDs in addition to game CDs makes a compelling argument for clearing away some of the clutter from around the TV. The system can be set up either vertically or horizontally for an even more efficient use of space that was once occupied by a separate CD player, DVD player, and game system. Whatever the mode of entertainment desired, be it video, audio, or interactive, the PS2 is fully capable of fulfilling the need. Sony has labeled the PlayStation 2 a computer enter-

#### Graphics:

Graphics synthesizer  
147.456 MHz  
4MB Embedded  
Cache VRAM

#### Comments:

The Graphics Synthesizer the Robin in Batman and Robin - there's no dynamic duo without him. This works like a 3D-accelerator card on a PC to ensure smooth, fast realistic visuals

#### Sound:

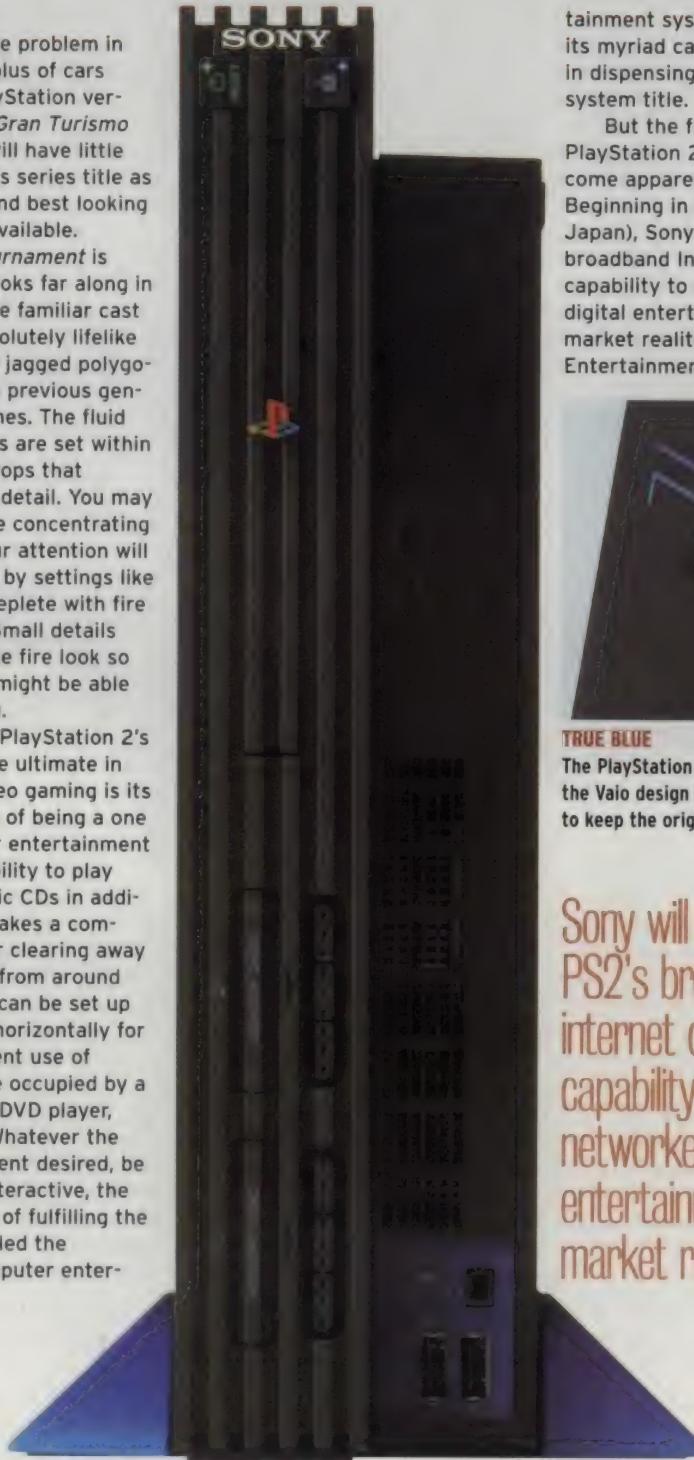
48 channel plus software  
2MB Sound Memory

#### Comments:

No, this isn't like the channels on your TV. Just think of it as the ability to play over 48 different sounds at once - a mixture of music, speech, and sound effects that will bring every game sequence alive.

#### STAND AND DELIVER

Flip out the crazy blue feet, and this machine turns slim.



tainment system, and considering its myriad capabilities, it was right in dispensing with the video game system title.

But the full scope of the PlayStation 2's power won't become apparent for several years. Beginning in 2001 (at least in Japan), Sony will utilize the PS2's broadband Internet communication capability to make networked digital entertainment a mass-market reality. Sony Computer Entertainment will actually begin



#### TRUE BLUE

The PlayStation 2's etched logo exemplifies the Vaio design ideal. Wisely, Sony decided to keep the original logo as well.

Sony will utilize the PS2's broadband internet communication capability to make networked digital entertainment a mass market reality

## Want a game, movie or a music album? You won't have to go to the store anymore. Just use your PlayStation 2 to have it sent electronically

electronic distribution of digital content. Want a game, a movie, or a music album? You won't have to go to the store anymore and buy a packaged box. Just use your PlayStation 2 to have it sent to you electronically.

While it remains to be seen how readily consumers take to the concept of e-distribution, there is little doubt that Sony's little black

box is a mind-boggling bundle of technology. It is far more than a game system, but it is a product that will, at least initially, be judged by its ability to fulfill the legacy built upon by the current PlayStation. And within those parameters, it is a product that will first and foremost be judged by its price tag relative to the gaming experience it provides. Although

the final U.S. release price has yet to be set, is a \$400 PlayStation 2 significantly better than a \$199 Sega Dreamcast? Will the fact that a PS2 provides a more comprehensive entertainment experience justify the additional cost? We'll see, but frankly, we wouldn't want to be in Sonic's little red shoes when the PS2 tsunami hits Japan next Spring.

*Continued on page 56*

### IOP:

I/O Processor  
PlayStation CPU+  
33.864 MHz (Selectable Clock Frequency)  
2MB IOP Memory

### Comments:

You may not know how e-mail works, but you know to send and receive messages. The PlayStation 2 does too, and it manages input and output messages better than any other game system.



### Disc Device:

24x speed CD-ROM  
4x speed DVD-ROM

### Comments:

This sucker will play practically any disc except a Whammo Frisbee. Put your PS2 game CD, original PlayStation game CD, music CD, or DVD movie in here.



### BIG BROTHER

The PS2 development kit has the same design cues as the game system.

### Links:

2 USB Ports  
i.Link (IEEE1394)  
Type III PCMCIA Card Slot

### Comments:

All kinds of goodies (like digital cameras) could be plugged in here. But the big news is broadband Internet connection—think cable modem and faster. No need to step out to the store; movies, music, and games will come to you.



### Dual Shock 2 Controller:

**Dimensions:** Just about the size of your current PlayStation Dual Shock controller.  
**Weight:** If it's gained some weight, you can't tell by looking.

**Features:** All functions and buttons except "start" and "select" are fully analog. Built-in "Shock" effect. Backwards compatible with original Dual Shock Analog Controller.

### Comments:

Push the accelerator pedal in a car—the harder you push, the faster you go. That's how analog control works. Every control interface on the pad now reacts to how much pressure you apply to it.

**Oni Mushi**

■ DEVELOPER Capcom

No word yet on whether this title is even slated for the US. Shoot, Capcom doesn't even know what genre the game will fit under. But the game has *Samurai* in it.

**Eternal Fire**

■ DEVELOPER From Software

Although slow, the creators of *King's Field* sure know their hardware. The character and environments in *Eternal Ring* seem almost photo realistic. Bye, cute, big headed, short, fat guys!

# PS2 Software

**Do you need a PS2? Here's 13 reasons why this system delivers the goods.**

**Tekken Tag Tournament**

■ DEVELOPER Namco ■ Publisher Namco

The latest incarnation of Namco's masterpiece series looks as good as the legendary movie sequences that popularized its characters. The graphic realism of the game actually makes you wince from the sheer brutality of the lighting fast physical confrontations. Take some Advil before you play. The only graphical competition? *Soul Calibur* on the Dreamcast.



*Tekken's* tag team are comprised of the most well-defined polygons ever seen

**Shin Ridge Racer**

■ DEVELOPER Namco

The original *Ridge Racer* launched simultaneously with the PlayStation and became the premiere arcade-style racer. Sony and Namco seem to be looking to take the checkered flag twice as *New Ridge Racer* for PS2 looks just as revolutionary. It was certainly the most graphically impressive game on display, even outshining *Gran Turismo 2000* in the bells and whistles department. The tracks? Only one was on the running demo, and it looks like the original track... with more branching courses.

**Street Fighter EX 3**

■ DEVELOPER Capcom

The *EX* series features 3D graphics, but the gameplay still centers around the classic *Street Fighter* control system. Although we did see Blanka actually scamper in from the scenery before a bout, proving the system is being used for more than graphical tidying.

**Splash Dive**

■ DEVELOPER Sony

Is this Sony's answer to Sega's *Echo the Dolphin*? This undersea action adventure game allows you to roam the oceans as a Flipper wannabe. We figure item one on the game agenda is to avoid tuna boats.



## King and I

■ DEVELOPER Sony

Hold on. Cute, big headed, short, fat guys? Phew, we were worried there. Sony has several RPGs in the works that cater to more traditional tastes. This one, with fully rotating and lavish scenery looks most promising.



## Bouncer

■ DEVELOPER Capcom

A new take on the classic beat-'em-up formula, *The Bouncer* takes *Final Fantasy*-style play and puts it in fully interactive 3D environments. The gameplay action also seamlessly interweaves with elaborate movie sequences for a feature film feel. The game itself wasn't playable, but, in-keeping with Square's previous demo, the lighting of the game and cameras could be manipulated in real-time, allowing viewers to watch a cast of *Final Fantasy* wannabes bickering each other on top of a train. Oh, and absolutely mammoth explosions.



## Kessen

■ DEVELOPER Koei Corporation

Remember when the only thing that Koei made was mind-numbingly-hard strategy games? Now, they make mind-numbingly-hard strategy games that let you see the battles close up in all their gory detail.

**Wax on, wax off. Every street lamp casts a light on the reflective bodywork**



## Gran Turismo 2000

■ DEVELOPER Polyphony ■ Publisher Sony

The mother of all racing games returns. With *Gran Turismo 2* for the PlayStation featuring over 500 cars, just how many different rides will this racing simulator offer? Months before its release, this game is looking startlingly realistic. It's the next best thing to having a real Porsche in your driveway.

## Armored Core

■ DEVELOPER From Software ■ Publisher Sony

Giant stomping robots that are armed to the teeth are a definite can't miss proposition. Add in some challenging missions and you've got *Armored Core*. Show this one off to your *MechWarrior* playing PC buddies and make them jealous.



## Dark Cloud

■ DEVELOPER Sony

The prospect of a PlayStation 2 RPG is exciting enough, but *Dark Cloud* allows you to create custom worlds to play through. With the power of the PS2, God could have created the world in a day.



## Grand Prix 500

■ DEVELOPER Namco

Namco's other PS2 title was rarely spotted at the show. It features Japanese bikers screaming around tarmac courses very fast. The only weird part was seeing pictures of them as you pass.

**CORE**

In ancient Egypt, it was common practice to have your internal organs removed and your brain pulled out through your nose.

Of course ancient Egyptians were lucky enough to be dead first.





EIDOS  
INTERACTIVE

Could the next tomb Lara Croft enters be her own? Find out in Tomb Raider: The Last Revelation. With seamlessly integrated gameplay and FMV sequences, new skin and 3-D texture mapping, diabolical new puzzles and a totally new inventory control system this is a totally new Tomb Raider. Let's just hope it's not Lara's last.

# TOMB RAIDER THE LAST REVELATION

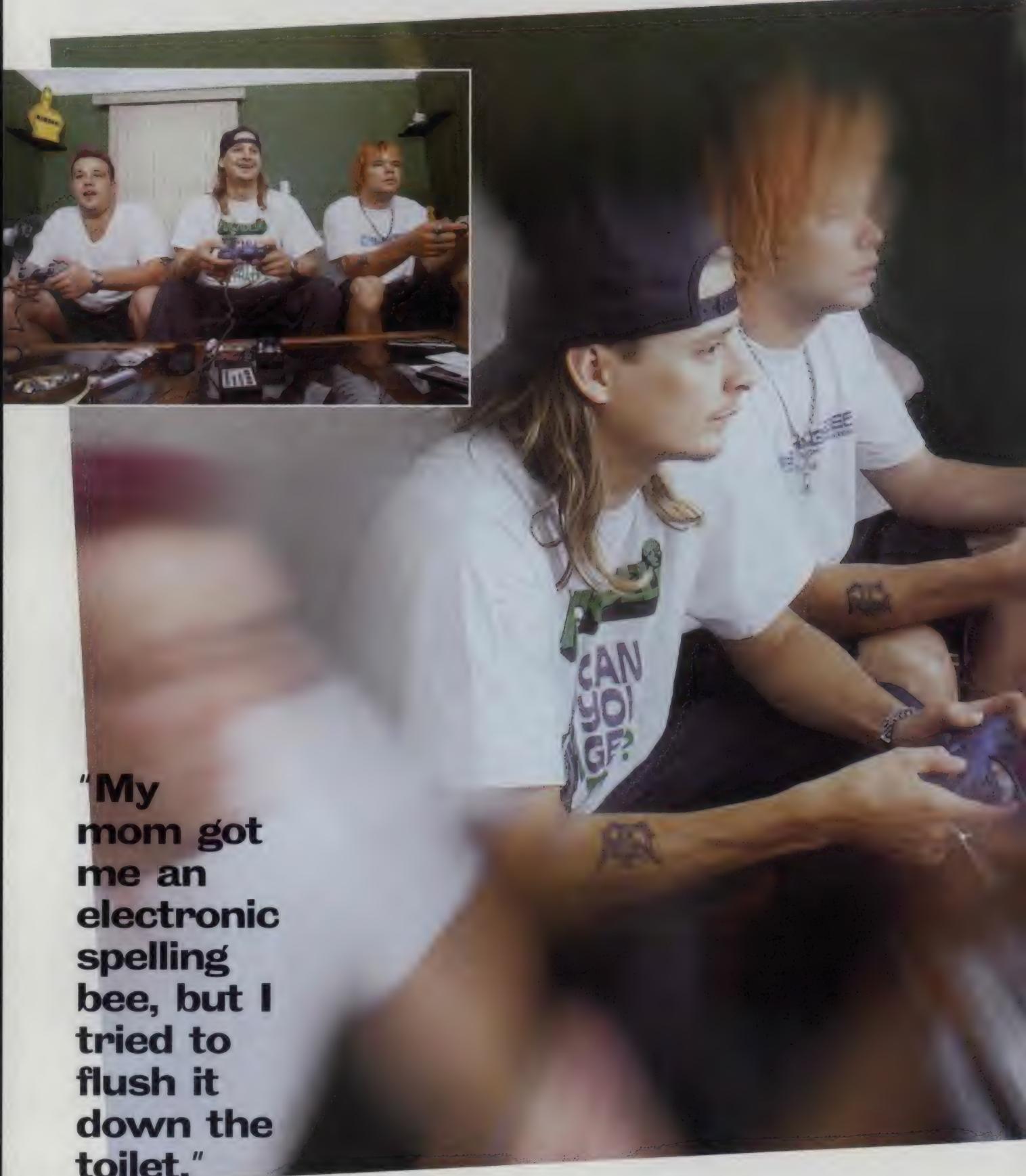
[tombraider.com](http://tombraider.com)



## CELEBRITY BATTLE KID ROCK AND CREW



"My mom got me an electronic spelling bee, but I tried to flush it down the toilet."



# Davi<sup>l</sup> Without a Gauze

## COMBATANT

**Kid Rock**  
VOCALS



**Favorite fighting game:**  
*Mortal Kombat*

**Favorite Wu-Tang Clan songs:** *C.R.E.A.M.*, *Protect Ya Neck*

**Favorite Wu-Tang Clan members:** RZA. "Though O.D.B. is always a good source of entertainment."

**Video game Credentials:**  
"I had an Atari, an Intellivision, Head-To-Head Hockey, and my mom got me an electronic spelling bee, but I tried to flush it down the toilet."

## COMBATANT

**Kracker**  
DJ



**Favorite fighting game:**  
*Fighting Force*

**Favorite Wu-Tang Clan song:** "The first one."

**Favorite Wu-Tang Clan member:** Method Man

**Video game credentials:**  
"I used to be 'the man' at *Kaboom!*" (For those of you who don't know what *Kaboom!* is, this Atari classic involved a prisoner dropping bombs, while the player dashes about, catching them in a water bucket. Seminal stuff.)

## COMBATANT

**Jason**  
GUITARS



**Favorite fighting game:**  
*NHL FaceOff '99*

**Favorite Wu-Tang Clan song:** "I'm the metal guy. I know nothing about rap music."

**Favorite Wu-Tang Clan member:** "I like 'em all."

**Video game credentials:**  
"I was a master *Pong* player. Actually, I just put away my ColecoVision, and I blew up my Atari 5200 a month ago when I plugged the wrong adapter in."

Rather than kick the crap out of each other, we asked **Kid Rock** and his band of merry men to kick the crap out of RZA, O.D.B., and the rest of the Wu-Tang Clan in hip-hop fighting game

## Wu-Tang: Shaolin Style.

Paul Semel kicks it old school.

Spend any time with Kid Rock and his band, Twisted Brown Trucker (drummer Stefanie Eulinberg, keyboardist Jimmie Bones, guitarists Jason Krause and Kenny Olson, rapper Joe C., DJ Kracker, and background singers Shirley Hayden and Misty Love) and you can't help but feel like you're hanging out with a group of old drinking buddies. But even the best of buds have issues sometimes, or at least a sense of competition, which is why we had three of the guys — Kid, Kracker, and Jason — take out their frustrations on Activision's new one-to-four-man fighting game, *Wu-Tang: Shaolin Style*. That the game lets you fight three guys at once was nice, but for these hip-hop-influenced rockers, it was all about being down with O.D.B. And then we suggested a couple of challenge matches....

After six bouts of no-holds-barred fisticuffs, grappling, and swearing, we sat Kid and the crew down to actually play the game....

## Let the battle begin!

**ROUND 1 / UNDER THE BRIDGE**

### First Blood Drawn!

KID ROCK  
KRACKER  
JASON

U GOD  
DECK  
DIRTY



Singing the Chili Peppers song didn't help Kid Rock much, as Jason's mastery of O.D.B.'s special moves led him to inflict some early punishment ("Ol' Dirty doesn't like to mess around"). Even so, Kid Rock led U God back from the brink to defeat his enemies.

**WINNER / KID ROCK**

"I feel like smoking a joint"

**ROUND 2 / CHINATOWN SEWER**

### Jason's Beat-down

KID ROCK  
KRACKER  
JASON

MASTA KILLA  
GHOST FACE  
METHOD MAN



A fairly straightforward match, the three guys just smacked each other around, with Jason – who was complaining about his character – going down first.

**WINNER / KID ROCK**

"We're going to play again after Kracker changes his diaper"

**ROUND 3 / BASKETBALL COURT**

### Giving up GZA

KID ROCK  
KRACKER  
JASON

GZA  
RZA  
DIRTY



While Jason and Kracker just beat on each other without mercy, Kid Rock just hung back, occasionally jumping in to smack someone with his chain. The Kid was not impressed with GZA, however, even asking, "Is this guy even in the Wu-Tang Clan?"

**WINNER / JASON**

"It takes a little bit of patience; stand back, wait for the kill!"



**"Not being an expert at the game, but polishing my skills in a matter of minutes" - Kid Rock**

**ROUND 4 / BASKETBALL COURT****Low Down and Dirty**KID ROCK  
KRACKER  
JASONGZA  
RZA  
DIRTY

Adopting a more defensive game, Kid Rock played this match from the crouched position, only occasionally getting up to hurt someone. Seeing this, both Jason and Kracker started to play this way as well, which made for a lot of crouched people doing nothing.

**WINNER / KID ROCK**

**"It's not the player in the game, it's the player behind the controller"**

**ROUND 5 / DEAD END STREET****RZA Triple Threat**KID ROCK  
KRACKER  
JASONRZA  
RZA  
RZA

Agreeing that, "There ain't no Wu-Tang without RZA," the guys enter into an existential match of RZA vs. RZA vs. RZA, with the different color outfits representing the rapper's id, ego, and superego battling it out for psychic supremacy. The guys just ganged up on each other.

**WINNER / KRACKER**

**"F— these guys!"**

**ROUND 6 / WAREHOUSE****Ultimate Carnage**KID ROCK  
KRACKER  
JASONU GOD  
RZA  
MASTA KILLA

In this final match, the three just beat on each other relentlessly and without remorse. Though Jason discovered Masta Killah's special over-the-head flip move, he was still taken out early, leaving Kid Rock and Kracker to create a Jackson Pollack-like pattern in blood on the floor.

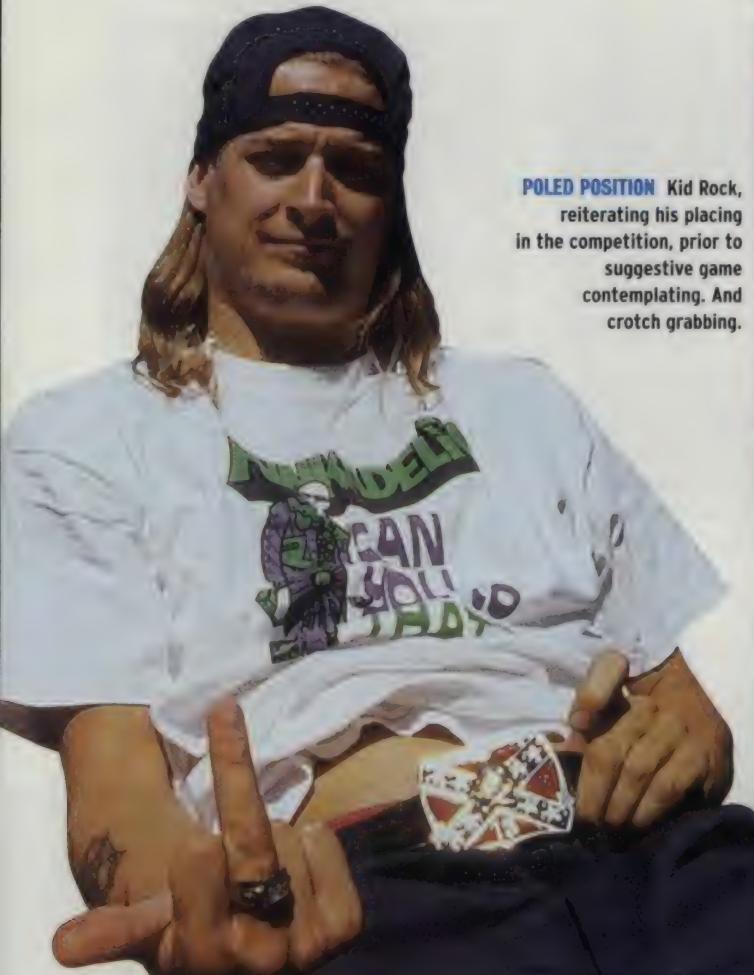
**WINNER / KRACKER**

**"Yeah, these guys just suck"**



# Final Thoughts

We mopped up the blood, wandered into Kid Rock's back yard, and checked out what the band really thought of *Wu-Tang: Shaolin Style*.



**POLED POSITION** Kid Rock, reiterating his placing in the competition, prior to suggestive game contemplating. And crotch grabbing.

**"I thought it was going to be just another dumb fighting game"**

"Good game, man, better than I thought it was going to be. I thought it was going to be just another dumb fighting game. I liked that it was the Wu-Tang guys fighting, but I also like all the weapons and s—. The weapons are a good thing."

**Best character:** RZA **Worst character:** Suang Dao

**Graphics and sound?** "They turned out nice, I don't think they could've been better. And I like the tunes — keeps you playing."

**Anything you didn't like about it?** "I wish you could jump."

**KID ROCK ON WAX: A DISCOGRAPHY**

**Out now:** Devil Without A Cause, Grits Sandwiches For Breakfast

**Just reissued:** The Polyfuze Method, and Early Mornin' Stoned Pimp

**Coming soon:** solo albums from Kracker and rapper Joe C.

**Next year:** a new Kid Rock album, and a disc by Twisted Brown Truckers



**"Blood and gore is always a bonus for me. Plus the moves, they were smooth"**

"I thought it was pretty fresh. I like the heads getting ripped off, the way the blood drips off. Plus the moves, they were smooth."

**Best character:** RZA **Worst character:** Gan Wuyin

**Graphics and sound?** "The graphics, the sound effects, the whole thing is awesome. Like I said, I'm not familiar with all of the guys – there's so many – but when they give you the close-ups, they look good. They're not square, cornered faces like in the old video games."

**Anything you didn't like about it?** "Yeah, I kept f---in' losing."



**"It's good.... [laughs]. It's Mortal Kombat with the Wu-Tang, it's sweet"**

"It's just cool to have a video game where, instead of making up characters, you play as real people. It was also cool to fight against two other people, I don't think they've had that before."

**Favorite character:** U God **Least favorite character:** GZA

**Graphics and sound?** "They're good, like every other one. I don't see anything on any of these PlayStation games where the graphics are any better, they all look great to me. The sound was awesome, too."

**Anything you didn't like about it?** "No, it's cool, I dig it. There wasn't anything extra-ly, overly original about it, maybe there could've been. The violence and stuff was cool, but I'm pretty sure kids are kinda over that by now, since all of them have it, so going farther than that would've been cool."



**"My secret move would be just the opposite of being all hardcore. I'd just slide in like a pimp and back-slap you." - Kid Rock**

**INSIGHT**

**Q.** Will this game go over budget?  
**A.** Hopefully not. Unless

of course the producers from the movie get involved.

**Q.** Do the environments really look as detailed as these screenshots?  
**A.** No, these are shots

from the PC version. We will run some PS ones when we get them.

**Q.** Will Will Smith's song from the movie be in the game?  
**A.** God, I hope not.

Haven't we heard that song enough?

# Big Willie's Western

Will Smith's summer sensation is coming to the PlayStation. Can it outshoot the movie?

■ SYSTEM PlayStation ■ PUBLISHER South Peak ■ DEVELOPER RealTime Associates ■ THEME Big budget licensed movie adventure ■ PLAYERS 1 ■ AVAILABLE December

**B**reak out before you get bum-rushed! Nineteenth century Secret Service agents James West and Artemus Gordon gun down villains and search for clues as they (and you) attempt to find the cause of disappearing trains and explosives along the badlands of Utah. Time's running out, and it's up to you to disable the bombs and defeat the scheming Templars. The gameplay is a cross between *Resident Evil* and *Metal Gear Solid* is promised, including trigger-twitching showdowns, puzzles, and stealth reconnaissance. Only time will tell, however, if the game delivers the thrills and action of the movie or the spills of most movie-licensed games. — Jon Robinson



**GETTIN' JIGGY WITH IT** Playing as Artemus, you'll need to search for clues to the Knights' hidden fortress.



## West, Jim West

*Wild Wild West*'s explosive arsenal includes rockets, darts, daggers, poisonous gas, and cannons. One level features the two heroes flying a pedal-powered glider over a group of enemies while dodging sniper fire and dropping bombs. The explosive content of the game and movie are nothing new; the original television series was crazy enough to be banned in 1970.



**GO, GO, GADGET** *Wild Wild West* features a host of gadgets and vehicles.

# THE KING OF FIGHTERS

DREAM MATCH 1999™



## In Your Dreams!

The arcade fighting legends are here on King of Fighters Dream Match 1999 for the SEGA Dreamcast™ System. 38 of your favorite fighters on 6 different game modes come together for the battle royale. Link up with the NEOGEO Pocket Color to upload and download information. The game that kings dream of.



Sega  
Dreamcast

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# 9 OUT OF 10 PEOPLE RECOGNIZE HIM.

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## — 8 OUT OF 9 DO IT THROUGH CROSSHAIRS. —

YOU'RE NOT JUST A SUAVE, SOPHISTICATED JET-SETTER AND LADY'S MAN, YOU'RE A MOVING TARGET. NAVIGATING GUNPOWDER-COVERED SLOPES, DODGING SNIPER FIRE AND INFILTRATING TERRORIST STRONGHOLDS IN HER MAESTY'S MOST DEMANDING MISSION YET. WIELDING YOUR STANDARD-ISSUE, SILENCER-SHOOT 9MM, SEVERAL KILLER Q-GADGETS AND A LICENSE TO USE THEM FOR EXACTLY THAT, IT'S YOUR TRIAL-BY-ENEMY-FIRE, SO PACK THE TUX AND LASER CUFF LINKS. YOUR COUNTRY NEEDS YOU.



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Prima Strategy Guide Available

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# Kings of the Ring

Can EA Sports win a second championship? Or is their game just another Contender?

■ SYSTEM PlayStation, Nintendo 64 ■ PUBLISHER EA Sports ■ DEVELOPER Black Ops (N64), EA Sports (PS) ■ THEME Boxing with the all-time greats ■ PLAYERS 1-2 ■ AVAILABLE November

## INSIGHT

**Q.** So what's the difference between the two versions?

**A.** The N64 cart is faster, flashier, and all about knocking opponents dizzy. The PlayStation version is a boxing-sim and requires ring savvy to obtain victory.

**Q.** Is Tyson in it?

**A.** No, but *Kings* does include 50 ring legends on the PlayStation and 25 on the N64. So unless you're a huge "Iron Mike" fan or spent some time with him in the pen, you probably won't care.

**Q.** If Holyfield and Lewis box, will the fight be fixed?

**A.** This game is not a Don King presentation. Fighters blaze around the ring, delivering combos and kidney shots until their opponent is "legitimately" beaten.

Last year, *Knockout Kings* came out swinging with a ferocious one-two of bruising graphics and head-pounding gameplay. Can the sequel be spectacular enough to save boxing's shattered image?

**B**oxing insiders refer to their sport as "the sweet science." Unfortunately for fight fans, the last decade of professional boxing has been anything but sweet. The once-golden ring of glory has been marred by controversial rankings, fixed fights, and a group of fighting felons who spend more time behind bars than between the ropes. Luckily, EA Sports is ready to bring respectability back into the ring.

Hitting the squared-circle with the fiercest lineup of boxing greats ever assembled, *Knockout Kings 2000* lets you knuckle-up with a variety of current and former champs including Muhammad Ali and Joe Frazier. After selecting your fighter, you can enter him in a variety of matches, including the intense Slugfest mode. Slugfests pit boxers of various weight classes against each other (think Butterbean vs. Vargas) in an all-out brawl where nut shots are as legal as a jab. Or, if breaking the rules isn't your speed, you can create your own fighter, train him, then take him through a career that starts in

a meatpacking plant and culminates with a trip to Sin City.

*Knockout Kings* represents everything sweet about the "science," without souring fights with sleazy promoters or boxers who gladly kiss the canvas for cash. The game's about competition. It's about training hard. But most importantly, it's about making boxing fun again — and that's exactly what the sport needs.

- Jon Robinson



SWEET AS SUGAR Sugar Ray shows De La Hoya a classic one-two combo.

Photograph, Allsport

## Pugilist Poet

**Muhammad Ali was the greatest boxer** and premier showman the sport's ever known. He used to shout rhymes about his opponents during press conferences. Here's a sample of what the world's best smack-talker had to say when his fists and mouth were in their prime:

I punched a stone, I beat up a brick  
I'm so bad, I make medicine sick.

If they can make penicillin out of moldy bread,  
they can sure make something out of you.

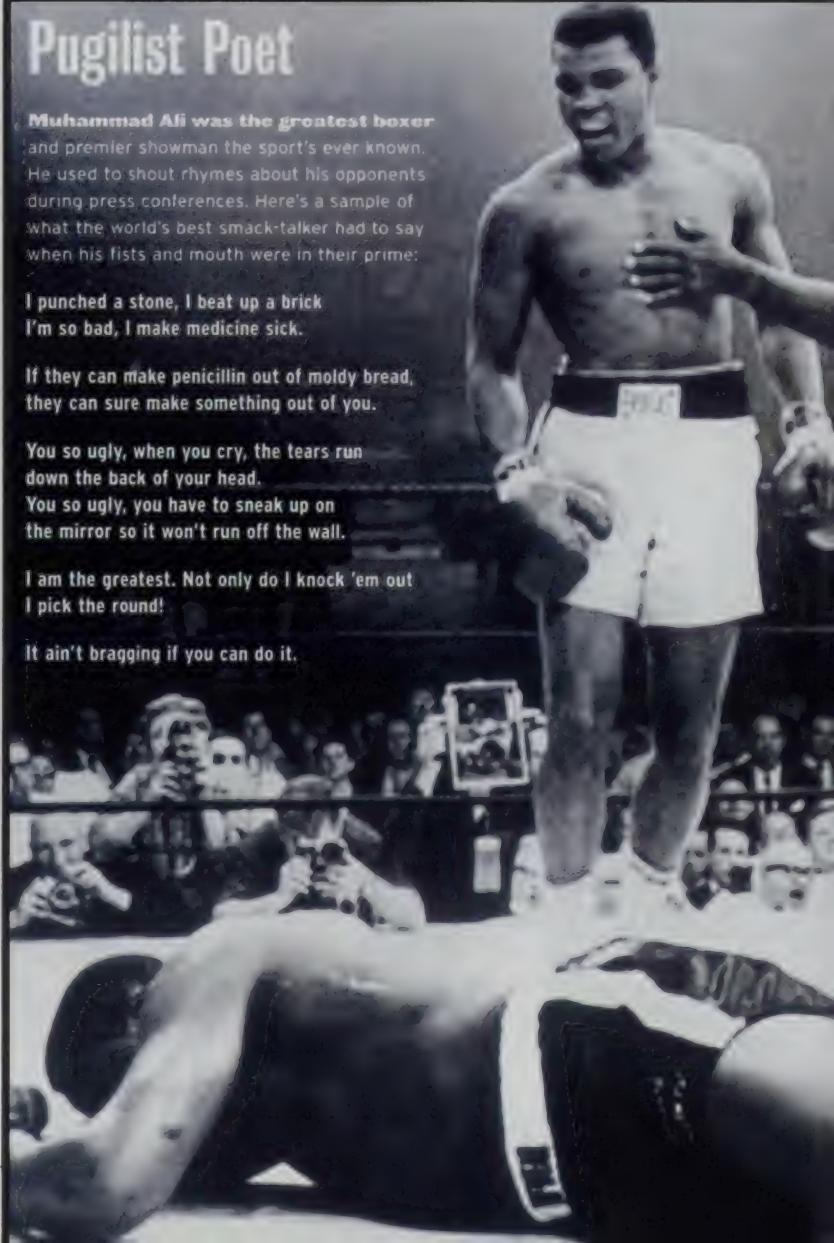
You so ugly, when you cry, the tears run  
down the back of your head.  
You so ugly, you have to sneak up on  
the mirror so it won't run off the wall.

I am the greatest. Not only do I knock 'em out  
I pick the round!

It ain't bragging if you can do it.



KING OF THE WORLD Ali floors Joe Frazier in a reenactment of one of boxing history's classic bouts.



# Spy who fragged me

It's been three years since *GoldenEye*... now Bond is finally back on console.

■ SYSTEM PlayStation ■ PUBLISHER EA ■ DEVELOPER Black Ops Entertainment ■ THEME Action/Adventure ■ PLAYERS 1 ■ AVAILABLE November

## INSIGHT

**Q. Are these Carver Media heavies smart, or is this just a shooting gallery?**

A. You'll notice right away that your enemies are actually pretty cunning. They duck, dodge and roll out of your line of fire, so your lock-on abilities don't always help you.

**Q. Hey, whoa! What's with the wacky views?**

A. The camera does behave erratically, especially when Bond backs up against an object or wall. Switching automatically to first-person, the scenery he's up against blocks your entire view. But Electronic Arts has demanded this will be fixed in the finished version.

**Q. Does Bond save the world, and get the girl in the end?**

A. Yes, Bond doesn't lose his ladies' man image, even on the small screen. Play well enough, and you too can end up "undercover" with Wai Lin at the end of the game.

**It's just like James Bond to keep a girl waiting; and in the case of a new 007 adventure since the release of *GoldenEye 007* over three years ago, he really deserves a slap this time.**

This may easily be one of the most anticipated games coming out for the holidays, considering the droves of players who gobbled up its Nintendo 64 compadre. Thankfully, hungry fans will have something formidable to chew on.

This latest effort sticks pretty close to the plot of its movie namesake. Bond teams up with Wai Lin to foil the evil plans of monomaniacal media mogul Elliot Carver. While there's no thrilling banner-tearing escape from the Carver Building or remote-control BMW car chase, Mr. Bond still gets to have fun zipping down ski slopes and launching rockets from his Beemer's dashboard.

To spice things up, the game is interlaced with film footage, and most of the character's faces come close to resembling the actors from the film, including Pierce Brosnan, Terri Hatcher and Michelle Yeoh. Meanwhile, gameplay has shifted to third person, as opposed to the



**ROAD RAGE** Bond takes out his aggression on barricades in his hot pursuit of Carver.

Quake-style *GoldenEye*. This could be due to the greater interaction experience the exterior view affords. More likely is that this may be an effort to cloud the distinction between *GoldenEye's* slick look and the grainier PlayStation graphics.

But the coolest feature is that this follow-up isn't all Bond, all the time. On at least one level so far, you play as Wai Lin; but, prepare for disappointment. All those karate moves haven't made the game.

While spy-themed stealth adventures seem to be multiplying faster than rabbits these days, it's nice to see the original, suave secret agent is still representing.

- Annette Cardwell



**CHILLED CHAPPIE** A Russian soldier on the Arms Bazaar level tests Bond's lock-on shooting. The ruskies move with a similar lack of skill to the *GoldenEye*'s goons.

## PS QUICK LOOK

### Music 2000

■ Music Composing ■ Codemasters ■ November

**1 So what do I kill or blow up here?**

Absolutely nothing. This is all about making songs by dragging and dropping music samples. You get 24 tracks to play with, which means there's enough room to make your songs as complicated as you want.

**2 But won't all the songs sound the same?**

No. You can tweak the samples by changing their speed and even their notes, and make totally different songs with the same samples.

**3 No, seriously, can I make good music with this?**

An Australian sold 80,000 copies of a CD single he made using this. You'll only be limited by your imagination, pal.



**GET WITH THE PROGRAM** Sample your own sounds and add it to the mix.

## N64 QUICK LOOK

### Ridge Racer 64

■ Racing ■ Namco ■ TBA

**1 So it's Ridge Racer 4 for the Nintendo?**

Not exactly. It's a strange hybrid, combining tracks from the original RR and the RR Revolution, plus three all-new ones from the coin-op *Rave Racer*. Hot dog.

**2 Three new tracks aren't going to make me buy it. It's also the first *Ridge Racer* game with a four-player mode, so how's that?**

It supports the Expansion Pak, so frame rates should be decent. Now buy a big-screen TV.

**3 What, isn't this going to be like the second game Namco has put out on the N64?**

Not exactly. A new subsidiary of the big N, Nintendo Software Technology Corp., is developing.



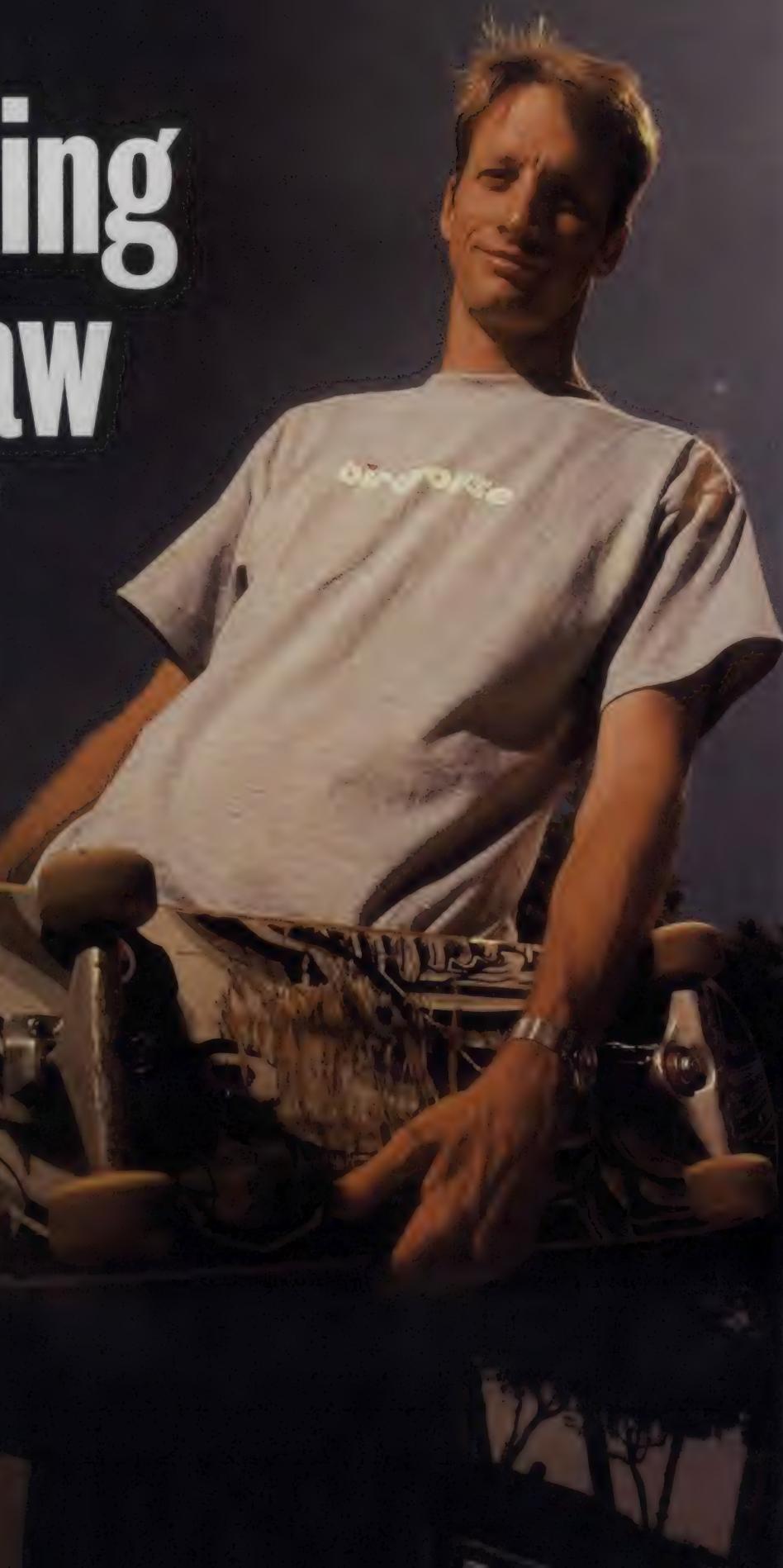
**ROUND THE BEND** Eight tracks and 20 vehicles should keep fans happy.

To spice things up, the game is interlaced with film footage. Meanwhile, gameplay has shifted to the third person.

# Breaking the Law

Skateboarding legend Tony Hawk takes flight with his own game, **Tony Hawk's Pro Skater**.

Jon Robinson and Paul Semel caught the birdman running from the cops in Long Beach....





**Name:** Tony Hawk  
**Age:** 30  
**Occupation:** Professional Skater  
**Turned Pro:** Age 14  
**Signature Trick:** 900, performed at X-Games  
**Website:** [www.b-house.com](http://www.b-house.com)  
**Appearing:** now (PS), November (N64)

**"I bailed pretty hard a couple of times, though, and got a little banged up. I never thought making a video game would be so painful."**

Photographs: Michael Setton

**I**t's 8:00 in the morning in downtown Long Beach, and the only thing louder than the skateboarder's wheels grinding the asphalt are the police sirens screaming behind him. As the skater tail flips the curb, two cops jump out of their cruisers. Instead of pulling out their guns or pulling over to the doughnut shop across the street, they bust out their own skateboards to continue their pursuit. Shocked onlookers stare at the wacky scene, not realizing that the escaping felon is Tony Hawk and that the police are actors filming a scene for Tony's new commercial. We caught up with the skating icon after the chase.

**We've been watching "The Man" chase you for hours. Did you ever have any run-ins with the law before today?**

Only a couple of times. I didn't street skate extensively, so although I had my share of tickets I didn't really make my career on being a hard-core street skater or acting crazy. I never went to prison — although one time I was thrown into a holding cell. But that was for speeding in Georgia, so it had nothing to do with skating. **Would you like to see a "Cops" mode added to your game?**

That could be fun, but I really like the style and skateboarding experience *Pro Skater* already provides. I think that the dynamics of all the real skating tricks and how you're in control of your stunts and movements the entire time is incredible. All of the other skateboarding games in the past, with the exception of *720*, were geared toward pressing a few buttons, then merely watching your skater run through a series of animations. You were never actively involved in your movements and that always pissed me off. Now, in *Pro Skater*, you can combine tricks, catch the board, spin whenever you want — the variations are all up to you. Combine that with all of the different challenges and hidden areas and I think people are just going to freak.

**How much influence did you have over the development of your game?**

I made suggestions throughout the development process. I couldn't be there every step of the way because of my hectic schedule, but Activision would send me all of the important builds of the game and I told them what I thought should be changed. I also gave them a lot of ideas for new tricks and terrain, and I did a whole day of motion-capture work at a skate park near Los Angeles. I performed all of my trademark tricks along with a lot of the other skaters' signature moves

while the computer digitized my all my motions. I bailed pretty hard a couple of times, though, and got a little banged up. I never thought making a video game would be so painful.

**Was there anything that you wanted in the game that Activision wasn't able to do?**

I really wanted to skate around a loop, but the way the physics of the game worked out, it didn't look or feel the way it needed to be. It just wasn't as exciting as I had envisioned so we scrapped it.

**Did you also help pick the cool bands for the soundtrack?**

I had some influence so I tried to pick bands that I was into. A couple of the groups I was excited to get were The Dead Kennedys and Primus because they were from my era. The band I really wanted, though, was Rammstein. Unfortunately, they got a little bit too big before the game came out and were a little too expensive to sign.

**Are you an avid gamer?**

I try to play as often as I can, but I get a little too obsessed and it cuts into my sleeping schedule. The last game I got addicted to was *Banjo Kazooie*. Once I got to that tree level, I was going to bed at like three in the morning every night and I just had to quit. It's frustrating because I want to play more — I just don't have the time to beat some of these more in-depth games.

**Do you like playing non-skateboarding games better than skateboarding games?**

Well, there aren't that many skateboard games available, but my favorite genres are action and adventure. I'm not a big role-player, though. I hate having to go through the slow process of finding weapons under rocks in some forest then

*Continued on page 74*



**ONE BAD MUSKA** Chad Muska launches into your living room with a flying kickflip.



**SKATE OR DIE** Tony Hawk grinds a rail before hitting the pool for some serious air.

*Continued from page 75*

barter for food in towns. I like more main stream titles. One of my favorite games in the past was *Marble Madness* — that's why I bought my first Amiga.

**We've heard that your son, Riley, is also a big gamer. Who's better?**

We've been playing a lot of two-player Horse in *Pro Skater* and it's pretty even. One thing that's cool, though, is that you can change the name of Horse to anything you want. We usually play to Loser or Weiner. That way the words come up at the end, "You are a Weiner!"

**Do you think you're game will appeal to skaters who don't normally play games?**

I've already had a bunch of skaters come up to me and say that they bought a PlayStation just to play my game. And these are people who've never been into video games, so that's really exciting.

**Now we've covered the game, what's been your most memorable skating moment in real life?**

Definitely the 900 I landed at the X-Games, just because I was trying it for what seemed like forever. It took me out a couple times, too. I broke a rib, I wrecked my back — it was frustrating because I never really attempted something for so long without being able to do it. Before the X-Games, I had pretty much just given up on it. Today, though, I don't really have anything else that I've been trying for a long, long time. The only other thing I'm aiming for is a Frontside Tailfish 540, but that's not exciting if you don't skate.

**How many moves have you created?**

Probably around 50 to 60. I would learn something, then just add a variation. Sometimes I would attempt one move but then start to fall and land a new trick I wasn't even trying. So you get ideas from all over the place, even from failure. **Have you suffered any career-halting injuries?** I broke my elbow last year, and that was the first time I'd really broken anything. When I broke my rib, I just cracked it, so



**"Now, in *Pro Skater*, you can combine tricks, catch the board, spin whenever you want — the variations are all up to you. Combine that with all of the different challenges and hidden areas and I think people are just going to freak."**

there was nothing I could do about it. The elbow was the first time I'd fallen and actually seen a bone break apart. I've also had a couple of concussions.

**With such a cool name like Tony Hawk, did you feel pressure to be someone great?**

Not really. In high school they used to make fun of me and call me "Boney Cock," so I never really thought of it as a blessing. It's your name, so you just take it for granted. Maybe we should call the

sequel *Boney Cock's Pro Skater*.

**Speaking of sequels, is there anything you'd like to see added in an upcoming game?**

I would just like to see a different variation of tricks. Getting more into the grinds to where they're actually labeled correctly. Right now, it's sort of limited in terms of which way you can grind, or what direction you're facing. The game's already a blast, but there's just so much more we can tap into. ☺



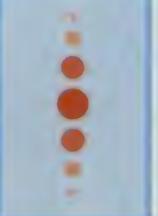
Sweet Tooth's back and in charge of the original car combat freakshow, Twisted Metal 4. With new interactive battlegrounds, wicked characters, innovative weapons, killer graphics, a hell-raising soundtrack, car customization and best of all, Sweet Tooth's evil henchmen. *Man*, as if clowns weren't scary enough.



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INTERACT



You're a player. Smooth, suave and skilled. High scores, fast lap times and dead enemies come as second nature. Your greatest strength? Resourcefulness. You're known for reinforcing your expertise with the most sophisticated tools created. And now you have a new ally. Its name, GameShark Pro. A video game enhancer providing the greatest source of gadgets, weapons, endurance and intelligence required to complete any mission. Your new strategy: Outwit the game.

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## PS QUICK LOOK

**SuperCross Circuit**

■ Racing/Motocross ■ 989 Studios ■ Release TBA

1 I race a bike, earn money, and buy another, right?

Yep. Buy it, race it, tweak it and trade it as you claw your way to the top of the ranks.

2 If I can't play as world-famous Motocross Jeff Emig, count me out.

Easy, cowboy! All your dirt track luminaries are here, from the Big E to household names like Sebastien Tortelli and Jimmy Button. Finally!

3 What's the difference between Motocross and Supercross then?

Nobody knows. Supercross might be the indoor races. The fact that we, as a species, choose to race our motorcycles indoors at all is really pretty super. Top of the food chain, baby!



DIRT EATING 101 Tap the brakes, slide the tail, and power through corners.

## PS QUICK LOOK

**Thrasher: Skate & Destroy**

■ Skating ■ Rockstar Games ■ Released Nov 15

1 Let me get this straight - I skate and I destroy?

Well it's heavier on the skate. There's hundreds of tricks and just as many ways to eat pavement. So more like "skate or be destroyed."

2 Talk to me about multiplayer.

Tons of different multiplayer games, including a sickest wipeout contest. It's not head-to-head though. Take turns, punk.

3 They're going for the street-cred soundtrack?

Yeah, it's a hip-hop odyssey featuring A Tribe Called Quest, Grandmaster Flash, Public Enemy, and the Ultramagnetic MCs to name a few.



STREET STYLE Kahli gets horizontal and vertical with an ollie 180.

# The Big Show

Two-on-two basketball is back! Can Showtime out slam Jam at its own game?

■ SYSTEM Dreamcast, PlayStation, N64 ■ PUBLISHER Midway ■ DEVELOPER Midway ■ THEME Basketball ■ PLAYERS 1-4 ■ AVAILABLE November

## INSIGHT

Q. Isn't Showtime just the old NBA Jam in a new package?

A. Basically, but with a few enhancements. The characters are now 3D, players sizzle the nets from hot spots, and if you push your opponents too much, they're awarded free throws.

Q. Free throws? Does this mean you can hack Shaq all game?

A. Only if you want to lose. Remember, Showtime is a fantasy game, and on this dream court a free throw is worth three points. Plus if you make the shot, you're also awarded the ball out of bounds.

Q. Are there secret codes or characters?

A. Showtime promises more codes and characters than Shawn Kemp has children. Expect big heads, celebrities, mascots, and even some Mortal Kombat models to make surprise appearances.

**The NFL Blitz of basketball, NBA Showtime elevates the game of hoops to the extreme. The frantic two-on-two concept has been done before (some would say to death), but has it ever been this outrageous?**

After the NBA lockout last season, league officials struggled for ideas on how to bring bitter basketball fans back to the arenas. Maybe they should've called Midway. NBA Showtime sports two-on-two fantasy hoops where spinning alley-oops are the norm and the best defense is a shove into your rival's back. Sound a little ridiculous? It is...ridiculously entertaining.

The game features all 29 NBA teams and soars to the rim with over 120 high-flying superstars including Rasheed Wallace and Jason Williams. Showtime also features all of the new impact rookies and lottery picks like the Bulls' Elton Brand and the Timberwolves' Wally Szczerbiak. Gameplay highlights include player's catching "on fire" after hitting three shots in a row, shooter sweet spots on the court, and dunkers who get so much air, they're in danger of getting clotheslined by the gym's rafters. Other innovations include custom teams with any player combinations you want (I've got Iverson and Shaq, who wants next?) and the



WIZARDS AND WARRIORS John Starks lights up Mitch Richmond with a three.



MILLER TIME Reggie Miller proves that he's still Mr. Clutch with a wicked jam.

power to create your own players. You can then improve your created players' skills with attribute points you collect by winning games.

It's a shame the NBA can't be as thrilling as Showtime. Fans still feeling the lockout burn would storm back to arenas to watch Vince Carter attempt a double-clutch reverse dunk from the three-point line only to be stopped by a brutal shove to the face by John Starks. But then again, that's why there's the WWF.

- Jon Robinson



SONIC BOOM "The Glove," Gary Payton strips Kobe naked, then slams the ball in his face with an emphatic dunk.



HE'S ON FIRE Christian Laettner blows up the spot with an inferno slam.

# Toys in the Hood

Can the game hope to match the movie's magic? Or is more assembly required?

■ SYSTEM N64, PlayStation ■ PUBLISHER Activision ■ DEVELOPER Disney Int./Pixar ■ THEME Action/Adventure ■ PLAYERS 1 ■ AVAILABLE November

## INSIGHT

**Q.** Buzz has real lasers? Cool!  
**A.** Buzz is hardcore, complete with fiery explosions. This is *Quake* à la Romper Room.

**Q.** What's with the re-generating monsters?  
**A.** The bad guys do annoyingly reappear out of nowhere. Fortunately, the coins they leave can be used toward a token from Hamm the pig.

**Q.** I keep hearing voices, familiar voices....  
**A.** If you think you've heard those voices before, you're right. The developers managed to corral some of the film's voice-over stars to participate in the game, including Don Rickles (Mr. Potato Head), Joan Cusack (Jessie the Cowgirl), John Ratzenberger (Hamm the Pig), and Estelle Harris (Mrs. Potato Head).

Disney's *Toy Story 2* hits the theaters around Thanksgiving, and a new *Toy Story* game is already in the pipeline to come out simultaneously. Yes, kids, the Happy Meals aren't far behind.

Following the plot of the film, intrepid Buzz Lightyear has to find and rescue his pal Woody the Cowboy who's been kidnapped by an overzealous toy collector. This update aims to immerse players in the *Toy Story* world, and the vibrant, free-roaming 3D environments - seen well in the N64 version - really give you the feeling you're down on Buzz's level, maneuvering around a human-sized landscape.

Buzz can go just about anywhere: jump onto desks and beds, explore Andy's treehouse, take a dip in the neighbor's pool, or dodge power tools in the garage. You're allowed to move on to new levels by collecting Pizza Planet tokens.

Unlike in the films, Buzz is deadly with a real, shoot-em-up laser that locks on to targets in first-person mode, and, if you're a good little action figure, you can earn cool accessories (you know, the ones that are sold separately)



ALL THE BUZZ Buzz exchanges fire with fire in a living-room showdown.

like the slick rocket jet boots and a grappling hook.

Unfortunately, being a clunky, plastic doll can make for annoyingly clumsy movement, especially when you've stumbled off the attic roof beam for the fiftieth time. If that doesn't get you, wait until you switch to first person to aim your laser or simply look around, and your entire view is marred by the reflection of Buzz's smirking face in the glass of his helmet. Argh!

Regardless of these issues (which, we are assured, are definitely to be fixed prior to release), *Toy Story 2* will still be a huge seller. Resistance is futile.

- Annette Cardwell



TO 3D AND BEYOND While wandering the neighborhood, Buzz takes a dip in the pool next door, pausing only to admire the great-looking environments he's wandering through.

## N64 QUICK LOOK

### Earthworm Jim 3D

■ Action/Adventure ■ Rockstar ■ November

**1** What were these guys on when they created this?

Jim's tiny super-ego runs around his brain, recovering lost marbles and helping the spiritual "sacred" cows of each of his four worm brains to reclaim their golden udders. The developers are Scottish. No more needs to be said.

**2** I hear there's strange weapons....

Like the Groovy Gun that shoots flailing, heat-seeking elves? He uses it in a barnyard battle where he battles a giant, bomb-laying chicken.

**3** Hey, where have I heard Jim's voice before?

Doh! If you're a Simpsons fan, you probably have heard Dan "the voice of Homer" Castellaneta. This time, he mostly shouts "Pain!"



WORM FOOD Jim gives one of his cerebral-cortex baddies a little laser fire.

## N64 QUICK LOOK

### Castlevania: Special Edition

■ Action/Platform ■ Konami ■ December

**1** Wow, another N64 *Castlevania* already?

Sort of. There's a few different enemies, unique quest elements, and two new characters. It takes place eight years before the original one.

**2** Isn't that kind of cheap?

Maybe. It depends on exactly how much new stuff is in this "director's cut," but it remains to be seen if this game is unique enough.

**3** Who are the new characters?

There's Cornell, and Henry, a hidden gun and sword wielding knight. Cornell was cut from the first game due to time constraints.



WOLF IT DOWN The non-lycanthropic Cornell gets picked up at the docks.

**SHOOT FIRST AND YOU'RE  
A WAR HERO. SHOOT SECOND  
AND YOU'RE A CASUALTY.**



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# Gettin' Shiggy with it....

The creator of Mario. Link's father. Nintendo's maestro. Unassuming genius. Warren Harrod tracks down **Shigeru Miyamoto** in Tokyo and London, and probes him about his latest plans for the *Zelda* series.

If there's one man that's shaped the video game industry by sitting down one day and thinking to himself, "Hold on, let's create a stout Brooklyn plumber and have him scoff down mushrooms in a freaky turtle-infested land," it would be Miyamoto. The inspiration of Rare, and the envy of Sony, Shigeru Miyamoto is the jewel in Nintendo's crown. Miyamoto's previous opus, *The Legend of Zelda - The Ocarina of Time*, proved popular enough to shift two-and-a-half million copies in the US alone. His next body of work, the tentatively titled *Zelda Gaiden*, is set to give Nintendo gamers even more elven adventures. We sat down to chat about all matters Link related, and found out what the future holds for this seminal series.



**FIGHTING FORCE** New bosses include this taloned critter, and are defeated familiar techniques.

**I**t's been one year since you released *The Legend of Zelda - The Ocarina of Time*. Looking back at its release, are you surprised it did so well?

To a certain degree I expected it to do well, but I'm really thankful that it was so successful. It's really difficult to sell over eight million copies with just talent and ability, especially in Japan where the N64 market was in an adverse condition. After taking so long to finish it, everyone was expecting it to be perfect so I was a little nervous. I wish I'd had another three months to finish it off perfectly.

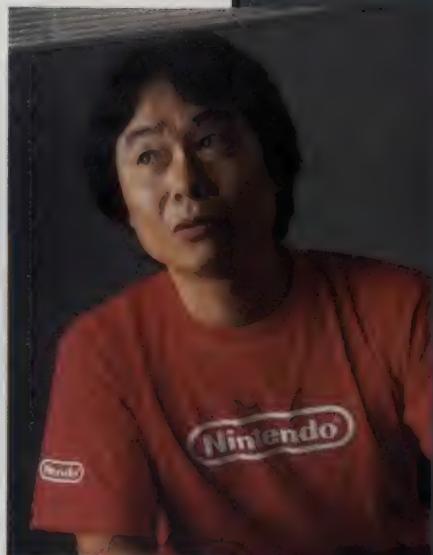
**N**ow you're creating a new *Zelda* game. Is this going to contain the parts left over from *The Ocarina of Time* or is it completely new?

For Nintendo it's a very rare case where we use the same game engine to create a new game. I'm using the same system and characters that were in *The Ocarina of Time*. However, it isn't a sequel. This time I wanted to make a new style of *Zelda*. I wanted to create a deeper story with more layers of depth to the game.

**F**or your latest *Zelda* title you're going to be using the memory pack. What will this allow you to that you couldn't do before?

Now, you'll be able to meet more people and do more things at the same time. This will make both the gameplay and the story denser. I'll also be able to make the enemies more intelligent.

*Continued on page 84*



**Name:** Shigeru Miyamoto

**Age:** 46

**Born:** Kansai, Japan

**Famous for:** Making over 60 Nintendo games

**Started in the business:** 1977

**Hobbies:** Cycling, playing the banjo

**Alternate profession:** Comic Book Artist

**Cartridges sold**

**worldwide:** 253,000,000

**Name of Robin Williams' daughter:** Zelda



## THE SKIES ARE FALLING IN

An all-new dramatic storyline with new inhabitants, creatures, and lands for you to discover.

*Zelda Gaiden* begins with a strange masked man stealing Epona, the pony that Link was riding in the Hyrule woods, and vanishing through a doorway to a different dimension. Link, of course, leaps through the doorway after the thief, and finds himself in a strange but familiar land – an alternate Hyrule. A Hyrule with a giant moon slowly falling towards the ground. The inhabitants of this land tell Link that the end of the world is upon them, and only the only person with the means to stop the falling moon is the masked stranger Link met in the forest.

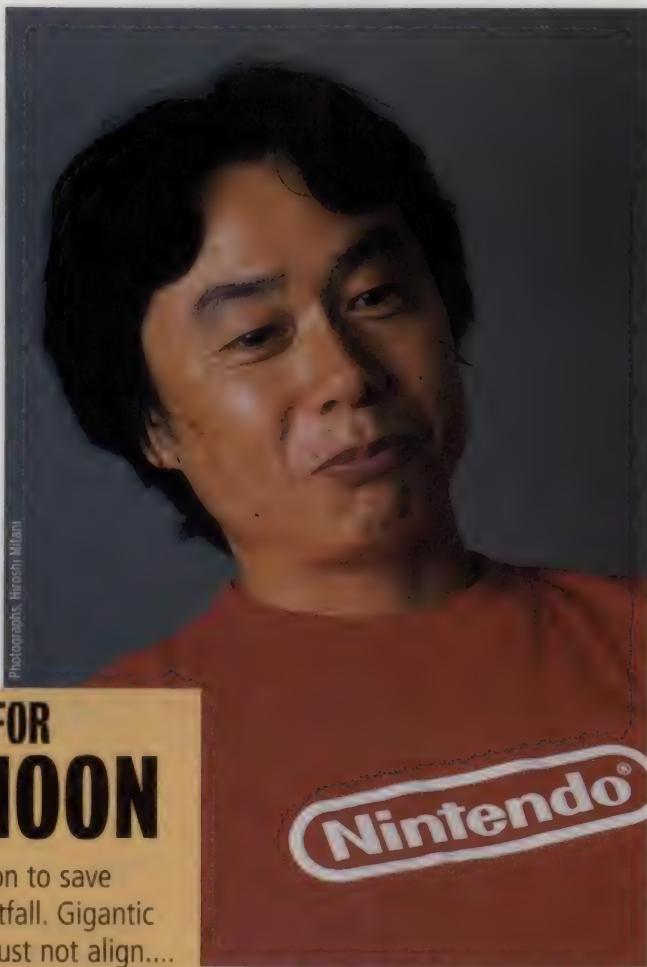


**PONY EXPRESS** The young Link can now ride his trusty steed, Epona, without having to grow up.

"However it isn't a sequel. This time I wanted to make a new style of *Zelda*. I wanted to create a deeper story with more layers of depth to the game."

Photograph: Hiroshi Taniguchi

"We've been able to improve the camera work even more to give a more dramatic presentation."



## WATCH OUT FOR THE MOON

Link is on a mission to save Hyrule from planetfall. Gigantic celestial bodies must not align....

The new major gameplay feature in *Zelda Gaiden* (aside from face apparel) is the "Moon Meter." On the bottom of the screen there's an indicator, letting you know how close the moon is to the ground. If it hits the ground, *Zelda Gaiden* ends. That's right, ends. By all rights, this is a timed game. Don't worry though, Nintendo will let you frolic through the fields of this alternate Hyrule to your heart's content, thanks to the fact there is a certain store that will sell you more time for Rupees. Ah, if only real life could be this easy....



**LURKIN' CLEWS** New onscreen is the Moon Meter (below Link), showing the time you have left.

*Continued from page 82*

**Is Flagship writing the scenario for this game?**

I'm the producer, but it's the creation of the staff who worked on the previous *Zelda* game. They've thought it up themselves. Flagship is working on the scenarios for the Game Boy series of *Zelda* games and doesn't have any input into this new *Zelda*.

**With the game system already in place, what has been the biggest challenge for you this time?**

Last time we weren't able to portray each character sufficiently. This is what I want to achieve this time around.

**Will you add more detail to the characters' facial expressions, for example?**

Naturally, with the memory pack that's possible, but it's not something we're concentrating our efforts on. Instead, we're focusing our attention on the character's animation and personality. This is more interesting than simply drawing.

**On either the N64 or the GB, the brilliance of a *Zelda* game still shines through. What do you think it is about *Zelda* that makes it enthralling? I think it's because we've been able to**

achieve a system where you're able to control Link of your own accord. I don't like those scenarios where the flow of the story is fixed and your character just is taken along with it. It's not very interactive at all. For example, when I was creating the Super Famicom version of *Zelda*, at first, if you stood before an object and pressed the button then you would automatically pull it. However, I didn't like that system at all so I got rid of that and I changed it so that you have to move Link backwards yourself to pull it. That's what *Zelda* is about. If you can do something by just simply pressing a button, then it's not *Zelda*. I was very insistent about this point and it's the same for either the Game Boy version or for the N64 version.

**What was the hardest aspect for you in carrying *Zelda* from its 2D roots to the 3D environment?**

I think it was probably the camera work. On the one hand you have to create it so that it's easy for the user to play around with. However, you also have to think about the player's feelings and decide how to use the camera work emotionally in order to make them feel nervous or courageous in certain situations. Being able to switch between all these different types of camera work is the most important and difficult element. In the new version of *Zelda*, we've been able to improve the camera work even more to give a more dramatic presentation. In some parts, it has a movie-like feel to it with many things moving by themselves automatically. We've also improved the auto-jump system as well to make it easier for new players by incorporating various new types of jumping. In addition, when you jump, we've designed the camera work to make it look more exciting and gorgeous.

**Is the game system exactly the same or have you added any new features?**

Yes, it's basically the same except for the masks. When you wear the masks you can transform into another creature and then you have new controls to master.



**GNOme IS WHERE THE HEART IS** Pixie-folk are better represented and detailed with a RAM pack.



**DISGUISE GOOD** Putting on a mask changes your form, with a graphical accouterments to boot.

**Are there still plans to release a 64DD *Zelda*?**

Distinct from this new version, we do have another 64DD *Zelda* game. We've currently suspended development because we're busy with so many projects and we wanted to concentrate on *Zelda Gaiden*, but we're still working on it. We weren't sure which one to do first but for the moment we've put the 64DD to one side to do this new *Zelda*. However, there's no relationship between them at all. *Zelda Gaiden* is an original story, while the 64DD uses *Ocarina of Time* as the base theme. In the 64DD version, certain elements in the story send you off on different paths.

**What's different about the 64DD version?**

Well, simply put, every time you go into a dungeon, the tasks will be different. If there was a treasure chest in a certain location the last time you went in, then the next time you go in it won't be there.

**Will we be able to play an online *Zelda*?**

Up to now we haven't really started to think about this. However, we're not looking to create a multi-player on-line system for *Zelda*. With the N64's read/write capability, we're thinking along the lines of new dungeon data downloads, and swapping your data with other players.

**Can you tell us about the Game Boy Color *Zeldas*?**

There will be three versions: *Tale of Power*, *Tale of Courage* and *Tale of Wisdom*. Using our special link system, you'll be able to play any of them in any order and after you finish one of them the data from that game will directly affect factors in the other games you play.

**"Now you'll be able to meet more people and do more things at the same time. This will make both the gameplay and the story denser."**



**BOWING OUT** Many of the new and fearful-looking creatures can be arrowed out of the swampy sky.

**Was this your idea?**

Mr. Okamoto at Capcom, the president of Flagship, contacted me. Capcom are developing, and we'll continue to meet and discuss how the games are progressing. In the end I have the final decision. Flagship are writing the games' scenarios and we check them several times a month.

**Will you use the 64GB Pack to transfer data from the GB version of *Zelda* to the N64 version?**

No. Let's do it for the Dolphin! [laughs] We've announced this for Game Boy, and in the future we'll announce more special features for these games as well. ☺

## THE ELF IN THE IRON MASK

Hide your face, gain many new attributes, and reach new areas. Become a master of disguise....

Unlike the masks from *Ocarina of Time*, which had little use beyond the mini game and the fact they made Link look silly, the ones you'll find in *Gaiden* have a very useful purpose - they give Link powers. When you don a mask, you'll become a new creature and gain special abilities allowing you to travel across areas of *Zelda Gaiden* that would normally hinder a young Link. Here are two examples:

**SWIM THE OCEANS WITH THE ZORA MASK**

With the Zora mask, Link will become one with the ocean, with the powers to swim through the waters at lightning fast speeds.



**SWIM IN THE OCEAN** When he swims with the fishes, Link can travel at barracuda-like speeds.

**FIRE ME UP WITH THE DEKU MASK**

When you become a Deku Scrub, not only can you fire seeds at enemies, but you'll also be able to walk across water and float using giant flowers.



**FLOWER POWER** Leaping from the flower launch pad, Deku Scrub Link can sail up to the rafters.

## NG4 QUICK LOOK

## Rainbow Six

■ Shooting ■ Red Storm ■ December

1 Haven't I heard this name before?

Based on a Tom Clancy novel, this was a PC shooting title. Hot anti-terrorist action, without the cumbersome keyboard control.

2 A shooter? So, it's like Quake II, right?

Actually, it's nothing like Quake II. Sure, you have a gun, but R6 is all about stealth, saving hostages, and taking out foes before they see you. It's more realistic... for a gun game.

3 How can a shooting game be realistic?

Aside from one-shot kills, you plan your attacks against the terrorists prior to the mission and give virtual team members orders during the game. If one hostage dies, it's game over, man.



**RAINBOW WARRIOR** Camo gear and silencers – this is great stealth action.

## PS QUICK LOOK

## International Track &amp; Field 2000

■ Summer Olympics ■ Konami ■ December

1 Is this the finger-flicking button masher of old?

The game still features all the thrills of the arcade classic. New events include Kayaking and the Weightlifting Clean & Jerk.

2 Clean &amp; Jerk? Is George Michael in the game?

We said Clean & Jerk, not stroke and choke. There's no real athletes (or celebrities) in the game. You're competing for your country.

3 What other events can we win for good ol' USA?

The 100M Dash, Long Jump, Pole Vault, 50M Freestyle, Hammer Throw, Javelin, Springboard, 1KM Cycling, Cycling Sprint, and more....



**CAN'T TOUCH THIS** The Hammer Throw takes speed and timing to execute.

## Mafia 101

Welcome back to the upwardly mobile world of organized crime.

■ SYSTEM PlayStation ■ PUBLISHER Rockstar ■ DEVELOPER DMA Design ■ THEME Driving/Crime Sim ■ PLAYERS 1 ■ AVAILABLE December

## INSIGHT

Q. Does this game promote violence?

A. If you think the top-down view looks realistic, then yes. This game is aimed at a mature audience, the type that laughed when the terrorists crashed the plane in *Die Hard 2* because they knew it was just a movie.

Q. Can I mow down people with my car?

A. Yeah, from police cars to taxis to ice cream trucks, if you're behind the wheel, no one is safe.

Q. Do they really deserve to be run over?

A. Well, one of the game's gangs is a group of Hare Krishnas....

**RockStar revisits the world of organized crime with *Grand Theft Auto 2*. With an all-new, faster engine, this organized crime simulator is set to bring the pain back with larger environments, new weapons, and more gangsters than before.**

In the near future, a young man goes to the big city to find his fortune. He takes a bus from the country, sets up house in a cheap hotel, unpacks his gun, and starts looking for a job. It is a time of opportunity and there are plenty of employers looking for any gung-ho ragamuffin who's willing to cheat, steal, burn and kill in the name of organized crime and high profits.

This is the world of *Grand Theft Auto 2* where gangs are vying for power on the streets of an immense metropolis, and you'll be the lucky free-agent who can work for any one of them. Just like in the original *Grand Theft Auto*, any car in the city is yours for the taking. An expanded array of vehicles will be available, including a fire engine with a working hose, a taxi you can pick up fares with, and the sports car that's perfect for running people down. All the chaos will be even faster and better looking than the original, thanks to a brand new graphics engine, while keeping the top-down toy car perspective.



**OUT OF DONUTS** Cop confusion as your green hot-rod serves around a crane.

This time around, you'll have a choice of seven different gangs to work for. Each one has its own area of the map, unique missions, and a respect meter. The more tasks you complete for a gang, the more respect you'll receive. Start attacking them and their respect will quickly drop. Earn respect, and you can run riskier, more lucrative missions.

With all these gangs, some rivalries are bound to happen. When you do jobs for one gang, you'll lose respect with their rivals. After completing a mission for the Zaibatsu, the Yakuza will consider you an enemy and come after you en masse. Then it'll be time to bust out the reserve arsenal and start shooting some rockets. After you break their ranks, chase them down with a couple of Molotov cocktails and finish them with a Taser. When the smoke clears and you're the only one standing, you'll be able to sit back and appreciate your newfound respect and wealth. After all, crime doesn't pay... if you suck at it.

- Ed Lewis



**WEENIE ROAST** You can almost hear the pork sizzle as your diabolical renegade alter-ego fires on the boys in blue.



**LAST CALL** Serving up hot cocktails to Yakuza foot soldiers is thirsty work.

FIRST FOR N64

# TOPGEAR HYPER-BIKE

*High Speed Street Racing and Extreme Motocross!*

## Features:

- Licensed Motorcycles
- 6 unique track layouts (with day, sunset and night races + weather effects) - Redwood Forest, Egyptian Ruins, Florence Italy, etc.
- Proprietary track generation system retains optimum level of track detail and highest frame rate.
- 3 difficulty levels - Beginner, Intermediate, and Expert.
- 2 physical variations on each track - Road Curves and Hills geometries will be completely new.
- Controller Pak Compatible
- Expansion Pak Compatible
- Rumble Pak Compatible
- Mp3 music system for full length near CD-quality
- Fully animated riders with realistic stunts and bone crushing crashes.

## Player Modes:

- Championship Mode: 1-4 players. Player races through a series of tracks that get progressively harder.
- Single Race (Arcade) Mode. Player enjoys top speed racing solo or with friends on the tracks (and weather conditions) previously opened.
- Time Attack Mode with Ghost Bike. Player is to beat their own best time (saved on the Controller Pak).
- Stunt Mode. Player pulls off as many radical stunts as possible to accumulate points while racing around the dirt track.



 **VATICAL**  
ENTERTAINMENT



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# Full Medal Jacket

Go above and beyond the call of duty in this authentic World War II simulator.

■ SYSTEM PlayStation ■ PUBLISHER Electronic Arts ■ DEVELOPER DreamWorks Interactive ■ THEME First Person Shooter set in World War II ■ PLAYERS 1-2 ■ AVAILABLE November

## INSIGHT

**Q. How can I travel and earn money for college?**

**A.** Join the OSS, and see the great sights of Europe while performing eight covert operations that will decide the fate of the world.

**Q. How should I pack?**  
**A.** Be prepared for a long stay, but pack lightly. There's a disguise mode that will allow you to borrow enemy uniforms.

**Q. Do I need to speak German?**  
**A.** It helps, but learn to communicate more effectively with the twelve authentic World War II-era weapons in your arsenal. Hot lead is an international language.

**I**magine infiltrating enemy territory with only your wits and a few meager weapons at your disposal. Would you have the strength, guile, and determination to stare into the eye of Nazi evil and vanquish it?

**W**ant to understand combat? Ask Captain Dale Dye. He emerged from the steaming jungles of Vietnam with a Bronze Star and three Purple Hearts pinned to his chest. Now the top military consultant in Hollywood, he has the likes of *Saving Private Ryan*, *The Thin Red Line* and *Platoon* in his dossier.

Dye was brought in to ensure that *Medal of Honor* would exhibit the highest level of authenticity. "I took the development team out and really busted their butts," he states, "Nominally, it was to show them how the weapons worked. But subliminally, I had in mind ripping the top of their heads off and pouring the nonsense about soldiering out."

*Medal of Honor* is a World War II combat simulator that places you in the role of a newly recruited Office of Strategic Services operative in the days prior to the monumental D-day invasion. Whether search and rescue or sabotage, the objective of the historically based missions is simple: get in, do the job, and get out alive. The



**PINEAPPLE PRECAUTION** The grenade causes foes to leap in for a friendly hug. Up for a suicide mission? Step on a grenade — you'll spread yourself liberally over a wide area.

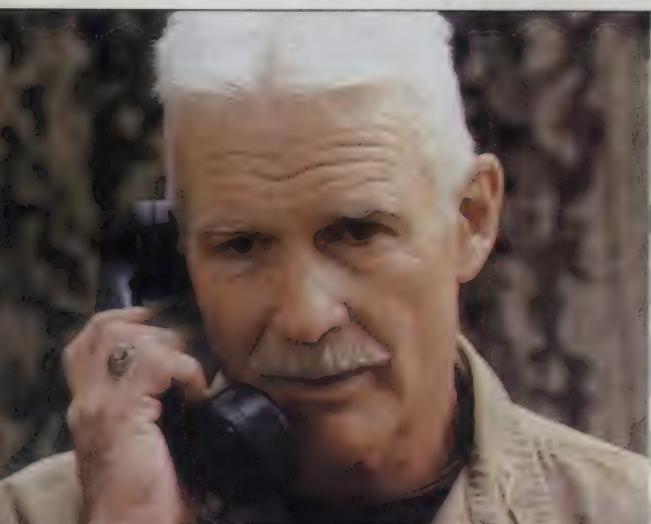
secondary objective of killing a bunch of Nazi scum is ever present.

Rather than focusing on gore and violence, *Medal of Honor* emphasizes the method, not the madness. Particular attention is paid to tactical decision making. "There's nothing you can do in this game that doesn't have some kind of consequence" says the veteran. "Screw up once in combat and see if you don't get your ass ventilated."

- Roger Burchill



**A HANDS-ON APPROACH** Close combat with Nazi infantry involves gunfire and dodging.



## Captain Dale Dye's Guide to Bantering with the Berliners Essential German Phrases

Although *Medal of Honor* offers conversational pieces for the American soldier, we offer more phrases that could prove a tad more useful.

GERMAN PHRASE	ENGLISH TRANSLATION
They Said Ihre Papiere bitte.	Your papers, please.
We Say Also, Helga, was ist Dein Zeichen?	So Helga, what's your sign?
They Said Verzeihung, Sie haben Ihre Granate vergessen.	Excuse me, but you forgot your grenade.
We Say Ist das eine Bratwurst in Deiner Tasche oder freust Du Dich nur, mich zu sehen?	Is that a bratwurst in your pocket, or are you just happy to see me?
They Said Der Amerikaner hat Hundekuchen in der Tasche.	The American has dog biscuits in his pocket.
We Say Möchten Sie meinen Affen berühren?	Would you like to touch my monkey?
They Said Rennt um Euer Leben - er hat ne Panzerfaust!	Run for your lives - he has a bazooka!
We Say Nicht schießen, ich habe einen Audi!	Don't shoot, I own an Audi!

# Re-enter the Dragon

Spyro comes of age: bigger, stronger, and longer in the horn

■ SYSTEM PlayStation ■ PUBLISHER SCEA ■ DEVELOPER Insomniac Games ■ THEME Action/Adventure ■ PLAYERS 1 ■ AVAILABLE November

## INSIGHT

- Q Are there new ways to torment sheep?
- A No, it's still the old char-and-charge methods of the past.
- Q So, this dragon still can't fly, but he can swim? What's wrong with this picture?
- A Many things. However, his wings get a boost with the "superfly" power-up. Damn straight.
- Q Is it as uncool to be caught playing Spyro 2 as it was Spyro?
- A Now that this mighty mite is sporting a new badder-to-the-bone image, real men may find it acceptable to like *Spyro 2*. Besides, there's hockey in this one.

**T**here comes a time in every young dragon's life when his body begins to go through changes. Not puberty; we're talking about the sequel.

**S**pyro the Dragon — that adorable purple spitfire who also roasts a mean leg of lamb — has done a lot of growing up since he took PlayStations by storm last year. In *Spyro 2: Ripto's Rage!*, the once pint-sized winged sheep-toaster has blossomed into quite the warrior, sporting new moves like swimming, climbing, stomping, and hovering. These abilities are set to make for a more exciting game by expanding Spyro's world.

Now, you can steer Spyro through gorgeous underwater tunnels, more easily control his gliding, and use those grown-up claws for scaling ladders.

This time around, Spyro and his dragonfly/health meter pal, Sparx, jump into a portal to head out on a hard-earned vacation; but they end up sidetracked on the planet Avalar where the villainous Ripto is wreaking havoc. To reach the final throw-down with Ripto, Spyro's task is to free each race of Avalarians from Ripto's henchmen, so our fire-breathing friend ends up interacting with a plethora of new characters that help him complete levels and earn bonuses in secondary mis-



**BUBBLE-LICIOUS** Swimming with the fishes is Spyro's main new skill. Unfortunately, he flies like he's wearing cement boots.



**SLAPSHOT** Spyro gets a little ice time with Ripto's goons in this hockey mini-game.

sions. Many of these assignments involve solving puzzles or playing mini-games. On the Tibetan-esque Colossus level, Spyro has to play a rough round of hockey; on the water-logged Aquaria Towers, he surfs a manta ray through hoops of bubbles. These sub-games also offer more of a challenge for the hardcore folk seeking something more difficult than the fluffier main missions. We'll find out how well Spyro scores with gamers and scorches sheep next issue.

- Annette Cardwell



**LONG WAY DOWN** Spyro shows off bigger wings and horns atop a Tibetan structure.



**FEELING HORNED** A blue Barney impersonator feels the full force of Spyro's head.

## DC QUICK LOOK

### Slave Zero

■ 3rd Person Shooter ■ Infogrames ■ November

1 I can't get enough of giant robots. Can IP

No you can't. The 'bots in *Slave Zero* are 60 feet tall, can pick up pedestrians, cars, and heavy girders. And throw them. Hell yeah.

2 What's my motivation? Give me some backstory. Ok, long story short, it's 2499, you're in a huge city, you've hijacked a giant robot and the bad guy is in the tallest skyscraper. Get up there and sort him out.

3 Will it look as good as it does on the PC?

Very, very close. Computer geeks get just a little more razzle-dazzle, but *Slave Zero* looks to be one of the most promising action titles coming to the Dreamcast.



**BRIDGE BUSTIN'** Your shoulder rocket launcher is always there for you.

## PS QUICK LOOK

### Jackie Chan: Stuntmaster

■ Beat-'em-up ■ Midway ■ Early 2000

1 Wasn't this game supposed to be out already?

We think development started about the time Chris Tucker was reading the script for *Friday*.

2 And Jackie Chan appears to be made out of clay... Yes, characters have that "Play-Doh" look, but the action's a lot tougher. Swing large fish, run across rooftops, avoid the classic kung-fu henchman with long hair and the nunchucks.

3 You can strike down foes with kung-fu? Sweet! And sour. A great premise, but there's control issues. With all the time in development, this needs to come out sooner than Bert and Ernie.



**CHANTASTIC** A swift roundhouse solves the warehouse's Triad infestation.

# FIGHTING FORCE 2

It's just you and your instinct on this one. So you've only got yourself to blame if you fail. But that's not an option on this mission. As **Hawk Manson**, operative of the government espionage corps, SI-COPS, your job is to maneuver in and out of R&D installations on **all new 3D game engine**. You've got an **arsenal of hand-to-hand combat moves** and equipment to the tune of **20+ new weapons**. But don't let that inflate your head. Gear up. Get going. The world won't save itself.

You're alone  
on this mission,  
so credentials are all  
you've got to go on.



# SI-COPS

PROFILE #1635

NAME:

Hawk Manson

OCCUPATION:

Espionage Operative

SECURITY CLEARANCE:

Ultra Magnus

FIELD OF OPERATIONS:

WEAPONS PROFICIENCY:

CONFIDENTIAL

Pistol  
Grenade Launcher  
Shotgun  
Sniper Rifle  
Assault Rifle  
Knife  
Sword  
Stun Baton  
Chain Gun  
Industrial Beam Laser  
Flame Thrower  
Crossbow  
Axe

STRATEGIC INITIATIVES: Intercontinental Industrial  
Nuclear Weapons Retraction  
Bomb Diffusion  
Timed Explosives Deployment  
Top Secret Document Extracti



MANSON, HAWK

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# Tomb Raider With A View



Another year and another new *Tomb Raider*. Is the latest incarnation of this popular series just *Tomb Raider 3* with a new skin? According to Core, absolutely not. As most likely the final game in the series to appear on the PlayStation, *The Last Revelation* promises to be the best *Tomb Raider* yet and provides a quest that will lead the way for Lara's forthcoming PlayStation 2 adventures.

By Ryan Lockhart

TOMB RAIDER: THE LAST REVELATION **PREVIEW**



# Lara reveals four reasons why you need to play Tomb Raider: The Last Revelation



## Want to see her Training bra?

By combining all the most popular aspects of the *Tomb Raider* series, the team behind *The Last Revelation* hopes to deliver an adventure we can all be proud to play. Harking back to days of the original *Tomb Raider*, when emphasis was placed on exploring dark dank places, not mindless action, *The Last Revelation* has us delving deep into an ancient tomb, solving puzzles and dodging the undead. You'll even learn about Lara's past, and actually use a 16 year old version of this heroine, complete with pig-tailed hair, in her training (and in her training bra).



**URNING HER KEEF** There's less fighting and more shoving.

## Want to see her Get dirty?

Unlike the past three *Tomb Raiders*, which had Lara jetting around the world, in *The Last Revelation* your adventures are all based around one single location in Egypt. Gone are the days of Lara skipping around a sunken ship and then quickly changing clothes for an arctic romp. Now you'll begin and end the game without stepping on a single plane, train, or automobile. Each of the sublevels in this one mammoth burial tomb will be split apart by rendered cut scenes, and once the cinematics are done, the game begins once more — the days of staring at a loading bar are through....



**FIRE AND FORGET** Massive mazes and traps in one huge location.



## Want to see her New curves?

Instead of working on the one aspect of *Tomb Raider* that has yet to see a significant change, the graphics in the levels themselves, Core have once again decided to focus their attention on minor updates to Lara, compared to the torso-severed model in *Tomb Raider 3*. These are merely cosmetic updates, Lara's skin no longer breaks apart at the seams, and in terms of her hands and head, we really couldn't tell the difference. Well, except that her mouth now moves in the cinematics. The words "graphical" and "overhaul" has yet to register in the minds of Lara's makers.



**FIRE IN THE HOLD** Lara now doesn't glitch, and looks smooth.



## Want to see her Climb rope?

In the attempt to keep each new *Tomb Raider* fresh, or at least decomposing with dignity, Core adds in a few new moves and items in every subsequent release. What's unique for *The Last Revelation*? The Rope Climb. Yes! Lara now has the manual dexterity to shimmy up a rope. Actually, it's a nifty new move, allowing for new angles on height dependent puzzle solving. In the weapons department Lara has a crossbow that can be fired from a first person view, and she can attach laser sights and flashlights to weapons to help you blow the nasties away in the darkest, deepest tombs.



**STAY ON TARGET** Aiming at tomb denizens just got a lot easier.



**The fourth coming of Croft? Or is Eidos worshipping a false idol?**  
All is revealed in our next issue!

# Keep on Turokin'

The latest installment of the *Turok* franchise promises to be a mind-erasing, alien-embryo-implanting good time.

■ SYSTEM Nintendo 64 ■ PUBLISHER Acclaim ■ DEVELOPER Acclaim Studios Austin ■ THEME First Person Shooter with a Native American baseball player. And alien bugs ■ PLAYERS 1-4 ■ EXPECTED November

## INSIGHT

**Q. Why buy a deathmatch-only game?**

**A.** Because all the maps, weapons, and art were specifically designed for a deathmatch arenas.

**Q. It looks gory - not for the kiddies?**

**A.** You can tone down the bloodletting, but this isn't something you want to hand to a three-year-old.

**Q. Can I still kill those monkeys?**

**A.** Monkey tag will be back with a vengeance; this time there's a power-up that lets the monkey blow everyone else away...

**Turok: Rage Wars** is all about friends coming together and beating the living crap out of each other in bloody alien carnage. We visited Acclaim's studio in Austin, Texas, spoke with the Rage Wars team, and spilled some alien blood for ourselves.

Want to suck someone's brains out? You're in luck: the cerebral bore is back. Like all eight of the returning weapons in *Turok: Rage Wars*, it's got secondary functions and retouched graphics, but it still drains brains. It, along with eight brand-new weapons (which also have secondary functions), will be key to raising your frag count and dominating in the upcoming *Rage Wars*, the third game in the *Turok* franchise. It's the first one to be deathmatch-only and the first game primarily designed for multi-play on the Nintendo 64.

*Turok 2* had a deathmatch mode, but *Rage Wars* is the result of all the multiplayer matters that couldn't be done previously. *Rage Wars* "was a product of us wanting to do so much more...with the deathmatch gameplay and make it what we would have loved it to have been for *Turok 2* - which we



**FLESH FROM THE CLEANER** What looks to be a Flesheater hybrid with beady red eyes and thick carapace armor provides gun targeting fun in the single-player deathmatch.

were happy with, but wasn't everything it could have been," says Dave Dienstbier, the originator of the *Turok* franchise. As a result, levels have been built with deathmatch play in mind. They're smaller and more intimate than the huge levels found in *Turok* single-player games; you want your enemy close

if you intend to frag him. Of course, the smaller deathmatch levels store less data, meaning that the action moves much faster and still is visually impressive.

And while you're running at top speed, you'll have a number of new characters to expose the innards of. Among them is a group of mites. Unlike all the other characters in the game, the mites don't get to play with deadly weapons; they simply spit acid. And as you hit the horde, the mites die off one by one until there's one lone mite running around with incredibly low health. Hit him and you have your foe bagging and tagged. Speaking of enemy takedowns, the Chest-burster is



**PSYCHO MANTIDS** A couple of aliens target everyone's favorite Native American baseball player, while player four lurks in the shadows with a hammer, eyeing that blue power-up.



**HAMMER TIME** Player two decides to take combat up close, with bludgeoning results.

*Turok 2* had a deathmatch mode, but *Rage Wars* is the result of all the multiplayer matters that couldn't be done previously.



**ON THE PULSE** Green plasma connects as player two's visor locks on for a kill.

"You're [still] unlocking secrets and new characters, but the style of the gameplay is always death-match."

- Dave Dienstbier



**DAVE DIENSTBIER**  
Creative Director



**FRANK LAFUENTE**  
Lead Programmer



**MARK PACINI**  
Project Manager

one of the eight new diabolical-laughter inspiring weapons – along with eight others returning from past games. You tag someone with the burster, and he doesn't immediately die; rather, an embryo is implanted in his torso and 20 or 30 seconds later an alien emerges from his exploded chest cavity, killing the incubator stone dead. In the meanwhile, however, they can continue fragging others. (The team admits to being influenced by cheesy '70s horror movies.)

Single-player levels are also deathmatch-based – you just play against 'bots instead of other humans. "You're [still] unlocking secrets and branches and new characters," says Dienstbier, "but the style of the gameplay is always deathmatch." A reward system has been implemented, however, to encourage you to push your character harder and faster – more frags and better times will earn you various distinctions. You'll be able to turn 'bots on and off and adjust their level of difficulty. The map you're in and the number of people playing will determine the number of 'bots available to you. "Let's say we have six 'bots on a single-player capture-the-flag game. On a four-player capture-the-



**JOY AND RAPTOR** Galloping raptors are only part of your single-player challenge.



**ADONISHMENTS** Your favorite save-game hostess is back (top) to kick alien booty.

flag game, we might only allow you two 'bots so the gameplay doesn't slow too much," remarks lead programmer Frank Lafuente.

"If there's one or two players, there might be more maps you can play on because they are architec-

turally designed to be a little nicer visually," adds project manager Mark Pancini. And they can afford the extra graphical touches, unlike four-player maps designed specifically to run quickly. With 36 multi-player levels, 17 different characters, four new bosses, a number of returning characters, like Joshua Fireseed and Adon, and a chance to play as some of the old enemies from past *Turok* games – like the Mantids – *Rage Wars* still feels very much like a *Turok* game. What's the overwhelming difference? It just takes the best part of *Turok* play, deathmatch, and finally pays it the attention it deserves.

- Moira Muldoon

## Spanking the Monkey

Remember the monkeys in the first *Turok*? You could kill the deer, no problem, but taking out a monkey was a different story.

Man versus monkey, the classic conflict. We trace the evolution of the monkey battle through the *Turok* series, from the coy innocence of *Dinosaur Hunter* to the frantic chimp deathmatches of *Rage Wars*.



**Turok 1 - Cute but stinky**

Aside from those pesky dinosaurs, the world of *Turok* was idyllic. Little monkeys scampered to and fro without a care in the world. And they just couldn't be killed. Unless you happened to hit one with the particle accelerator right before he started to run. Then he'd freeze, turn black, and explode. Try it. You won't be disappointed. But something more sinister lurked beneath that façade....



**Turok 2 - A lack of monkey love**

This is where things started getting tough for the monkeys. No chimps in single-player, but *Monkey Tag* introduced a new "smear the chimp" dynamic that had gamers crying out for more. One player was the monkey, and the rest tried to hunt him down. But if the monkey made it to the monkey checkpoint, another player was chimped. This similar lack of monkey love was shockingly echoed between Clint and Clyde. On stage? Buddy-buddy. Backstage? Nothing but fireworks (and feces throwing).



**Turok 3 - When chimps attack**

*Monkey Tag* is back, but now it's advantage: chimp. Persecuted monkeys can wreak revenge on humankind if they find a power-up which turns all humans into chimps. Suddenly, the hunter becomes the hunted. If *Planet of the Apes* gave you nightmares, this could push you over the edge. Remember – primates and firearms do not mix.

## PS QUICK LOOK

## NCAA Final Four 2000

■ College Basketball ■ 989 Sports ■ November

1 March Madness in November. Does this mean Duke will choke in time for Christmas?

Hey, go easy on the Blue Devils, they put up sort of a good fight. Anyway, Final Four boasts 300 Division I teams from the UCONN Huskies to the Kentucky Cousins...er, Wildcats.

2 Sounds like last year. What's new for 2000?

The player models are scaled correctly and a create-a-player mode has also been added.

Now any dumb-ass can play for Harvard.

3 Stop capping and tell me more about the game.

Expect fight songs, a shot meter, All-American awards, icon passing, and tip-slams. Final Four should keep b-ball fans crazed until March.



B-DEVILED The Duke point guard attempts a jumper.

## PS QUICK LOOK

## Dukes of Hazzard

■ Driving ■ Southpeak Interactive ■ November

1 This is a joke, right?

No, sir. Cooter, The Boar's Nest, Roscoe, and even Flash - heck, all of Hazzard County is here. And that's just the opening CG sequence. Can I get a "Yeehawww?"

2 I'm driving the General Lee and the horn is blaring "Doin'." What now?

Make your way the only way you know how and rescue Daisy from kidnappers, foil masked gunmen and leave Roscoe sputtering in a haystack. 3 I don't know whether to laugh or cry.

Try a little of both. You know A-Team, CHIPS and Love Boat games must be next. Maybe Gilligan's Island, based on the *Myst* engine.



GOT YOUR EARS ON? Crank up the banjo music, Roscoe's in hot pursuit!

# Slopen Season

All the high-speed, airborne action of snowboarding - without the actual pain.

■ SYSTEM PlayStation ■ PUBLISHER 989 Studios ■ DEVELOPER Idol Minds ■ THEME Sports ■ PLAYERS 1-4 ■ AVAILABLE November

## INSIGHT

Q. Anything special for the fourth run down the mountain?

A. Special events like outrunning the ski patrol or dodging an avalanche add a nice change of pace to the extreme snow action.

Q. But what if I suck?

A. Take up figure skating, girly man. Or use the new Trickmaster Mode to perfect your moves before you go for Tournament Mode.

Q. What's better, Cool Boarders 4, or hanging out in the lodge sporting a fake cast?

A. Trust us, with that old trick, you'll get more play from Cool Boarders 4 than from any potential snow bunny.

**T**he wind in the face, the shot of adrenaline, communing with nature, taking flight - right into a tree. Yes, it's snowboard season once again.

**S**peeding down the snowy face of a mountain is the ultimate high for some people. But for the rest of us - those lacking in the fundamentals of balance and skill - *Cool Boarders 4* is the smart alternative to face plant city.

Sporting a brand new engine, this game looks noticeably smoother and faster than any of the series' previous offerings. Of particular note is the crisp appearance of the graphics which give the preview version a completed look even months prior to its release date. While there's no mistaking a PlayStation game for a Dreamcast game, the visuals are already striking a nice balance between appearance and functionality.

A major appeal of *Cool Boarders 4* is the extensive customization features that allow you to tweak the game to your vision of boarding nirvana. Create your own rider by selecting from an extensive range of torsos and heads. Then, take that new body and outfit it with different styles and colors of namebrand clothing from the likes of Billabong, Levis, Arnette, and more. Actual manufacturer's boards



SPEED RACER The Down Hill offers high-speed thrills with ruthless competitors.



GET RAILED Performing the rail slide is one thing, but on a mine cart rail? Sweet.

are available from Burton, Forum, K2, MLY, M3, Morrow, Salomon, Ride, and Santa Cruz. The boards even possess brand specific attributes for stability, speed, and responsiveness. Paint and pattern the boards for that personal touch.

If you'd rather just get straight into the action, *Cool Boarders 4* features 16 professional riders such as Jim Rippey, Ross Powers, Michele Taggart, and 12-year-old phenom Shaun White. Emulating their special moves is the key to the fun as you tackle the Down Hill, CBX, Half Pipe, Big Air, and Slope Style events. Altogether there are over 34 levels to the game; all littered with objects and obstacles like handrails, picnic tables, and even houses. The result is a game that stretches reality, but offers endless entertaining opportunities for death-defying leaps and stunts.

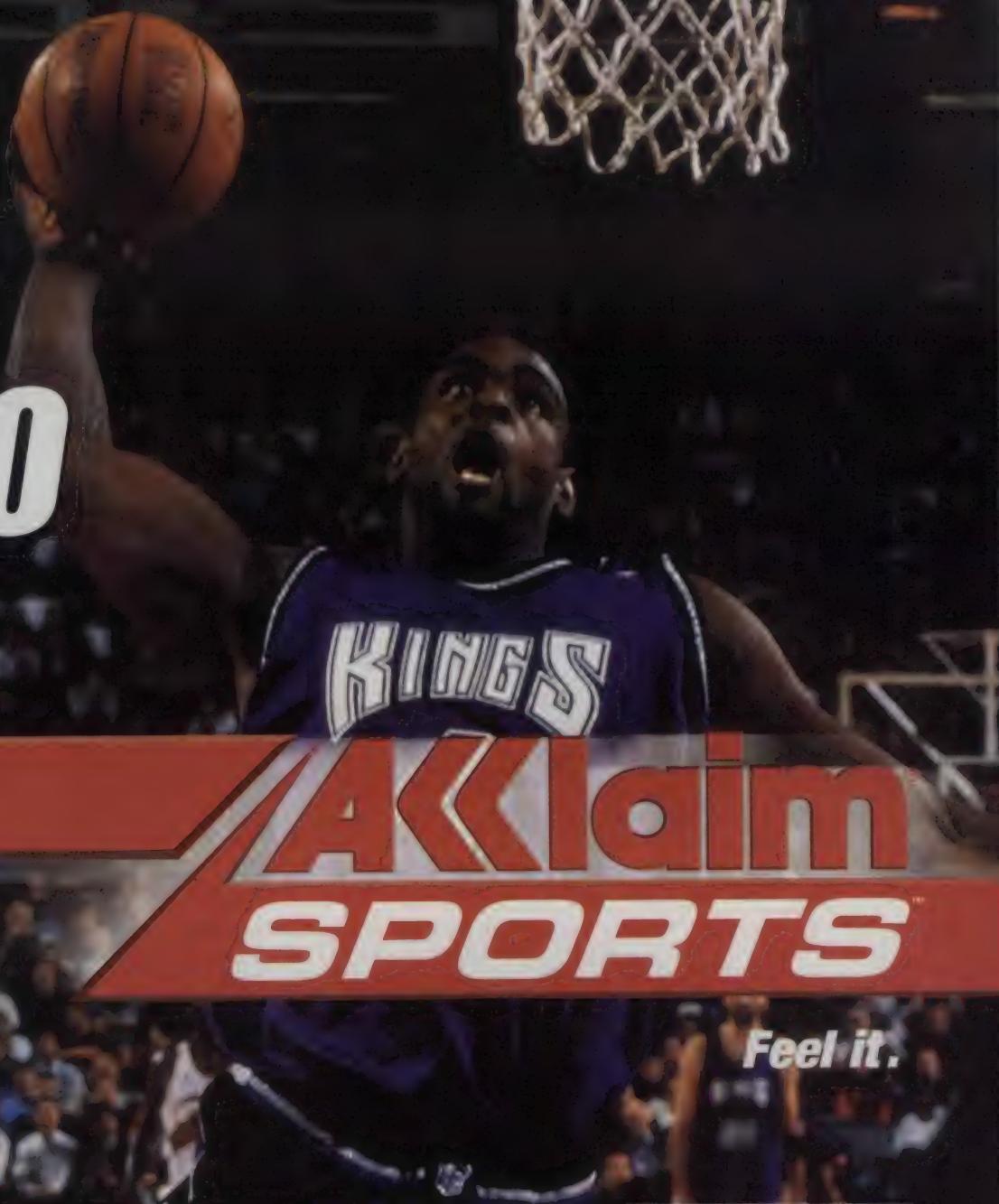
This game may not make you a master snowboarder, but it sure beats being scraped off the side of a real mountain with a spatula.

- Roger Burchill



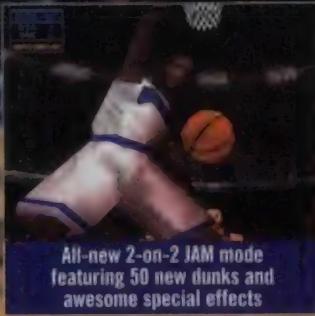
TRAINSPOTTING Literally, a killer trick. Slamming into a train while performing a stunt proves you're a hardcore shredder.

# NBA JAM 2000

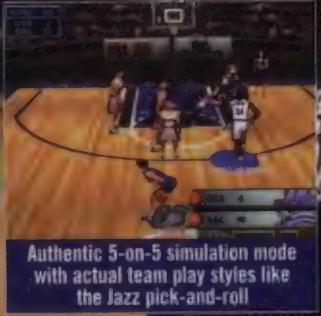


KING'S  
**Acclaim**  
**SPORTS™**

Feel it.



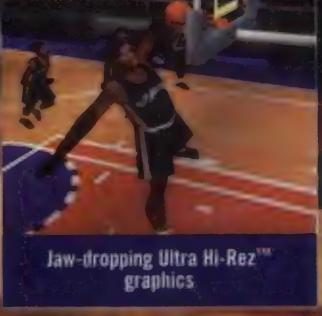
All-new 2-on-2 JAM mode featuring 50 new dunks and awesome special effects



Authentic 5-on-5 simulation mode with actual team play styles like the Jazz pick-and-roll



Custom JAM mode courts, including Venice Beach and school yard



Jaw-dropping Ultra Hi-Rez™ graphics

acclaimsports.com



nba.com

# Twisted Mettle

Vigilante 8's sequel brings bigger explosions, more cars, and more motorized mayhem to a TV near you

■ SYSTEM PlayStation, Nintendo 64, Dreamcast ■ PUBLISHER Activision ■ DEVELOPER Luxoflux ■ THEME Car (and truck) Combat in large 3D arenas ■ PLAYERS 1-4 ■ AVAILABLE mid-November

## INSIGHT

**Q. It's like Deathrace 2000, but without the racing?**

**A.** Pretty much. *Twisted Metal* started the whole car combat craze way back in '95, and *Twisted Metal 4* is coming out right around the same time as *Second Offense*, so get ready for a big showdown.

**Q. So what's new?**

**A.** Four-player mode, 12 battle arenas, two views, vehicle upgrades, a bunch of new weapons, and 10 new characters.

**Q. What the hell is Luxoflux?**

**A.** A good name for a blender or perhaps a vibrating chair. But Luxoflux is a relatively new software developer; the first *Vigilante 8* was their debut game.



**HEAD ON** Corsair, piloted by robotic cowboy Dallas 13, butts heads with the Caravelle RV, while the Livingston Truck ponders his next devilish mop-up-the-wounded tactic.

**Here's the good news: this whole Y2K thing is going to blow over. Allen Greenspan said so, and that's good enough for us. The bad news: your post-apocalyptic Mad Max fantasies will remain unfulfilled.**

**C**ome down from your compound in the hills and unbolt that machine gun from the hood of your Tempo. Leave the nitrous in there though; you never know when that might come in handy.

Of course, you'll still want to keep your road warrior skills honed to a razor-sharp edge just in case, which is where *Vigilante 8: Second Offense* comes in. The sequel to *Vigilante 8* promises to bring more

**Eight characters from the original game make an encore appearance, including John Torque, a man who should be in porn, not video games**



**BLAST RADIUS** Destructible environments are back in a big way. Don't get too close.



**BURN OUT** Agent R. Chase in the Chrono Stinger lights up the Samson Tow Truck.

speed and handling, and of course there are plenty of spectacular new ranged weapons along with some of the old standbys.

Perhaps most shocking of all, there is a story – Slick Clyde, leader of the Coyotes gang, uses a time machine to bring futuristic weapons back to 1975. Violence ensues. But hey, does anyone care? You're in a car with guns. Blow up the other cars. Bingo.

The Nintendo 64 version supports the Expansion Pak and both N64 and Dreamcast ports will also have an all-new four-player mode. Unfortunately, due to Sega Internet link-up delays, no online play for the DC version is planned.

- Demian Linn



**ON THE RUN** The Stinger, now with skis in the front and studded tires in the back for better snow handling, hunts down the recently flambéed Livingston Truck.

# Tiger's Fore Play

Electronic Arts has Wood. *CyberTiger* drives for show, and puts for Doh!

■ SYSTEM PlayStation ■ PUBLISHER Electronic Arts ■ DEVELOPER EA Sports ■ THEME Sports ■ PLAYERS 1-4 ■ AVAILABLE October

## INSIGHT

**Q.** Do I need bad taste in clothes?

**A.** While a bad fashion sense does help, the Player Editor allows you to configure yourself however you please.

**Q.** But the only club I have is the putter I stole from the local miniature golf course!

**A.** Don't worry, *CyberTiger* provides everything. There are even hidden equipment upgrades that yield surprise power-ups.

**Q.** Will this game prepare me for the PGA Tour?

**A.** No, not even God can help your game. But you will play on five courses modeled after real PGA venues, with two bonus courses to boot.

**Admit it.** The only 300-yard drive you've ever experienced is a car ride down to the corner store. Luckily, *CyberTiger* has the cure for what ails your golf game.

This crowd has gone deathly silent. The Cinderella story, outta nowhere, a former greenskeeper, now about to become the Masters champion. It looks like a mirac... it's in the hole! It's in the hole!"

As *Caddyshack*'s psychotic lawnmower man, Carl (a.k.a. Bill Murray), so eloquently confirmed, golf at its finest is a glorious game. Unfortunately, for the average hack, nothing is rarer than a great golf moment — except perhaps a hole where you don't three-putt. Factor in glacially slow play times and the only thing that makes a round sufferable is the liquid nirvana waiting at the nineteenth hole.

Now, consider a golf game of pure speed and power. *CyberTiger* not only offers crushing drives, insane putts, and super fast gameplay; it has the official endorsement of the great Tiger Woods himself. Who could ask for anything more? Tiger's swing and reactions were



**SWING TIME** Control Tiger's drives with analog or easier one-button presses.

even motion captured for the game.

As with its prime competitor, *Hot Shots Golf*, you will have to assume an alternate cartoon identity to play. But if you can wear a plaid sweater with argyle socks during a real round, you can handle eighteen holes in Toon Town. Multiple play modes like stroke, tournament, match play, skins, shoot-out, driving range, club challenge, battle, and tour keep the action swinging for up to four players.

Don't worry, Nintendo-philes. *CyberTiger* isn't a PlayStation-only members club; an N64 game is in the works for a November release.

- Roger Burchill



**REQUIRED READING** The ability to judge how putts break is an essential element and the key to low scores. Just ask Inga, who's putting for par.

## PS QUICK LOOK

### Fear Effect

■ Action ■ Eidos ■ January

**1** Another *Resident Evil* clone?

Well, it does have multiple camera angles, but also full motion backgrounds, *Aeon Flux*-style characters, and a storyline that combines elements of William Gibson and John Woo.

**2** What do you mean by "full motion backgrounds?" Unlike the still rendered images found in *Resident Evil*, the backgrounds in *Fear Effect* have a bit more life to them. In the city you'll see cars pass in the distance, for example.

**3** How does the game play?

Like a *Resident Evil* game, but you can run while shooting. Another bonus is the fact you can equip more than one gun at a time, allowing you to fire at multiple enemies at once.



**HELLISH HOUNDS** You'll have to battle hordes of these cartoonish beasts.

## PS QUICK LOOK

### Fighting Force 2

■ 3D Action ■ Eidos ■ November

**1** Does the world need another *Fighting Force*?

Jury's still out on that. Eidos promises an all new engine, more interesting mission objectives, over 20 weapons and a bunch of hand-to-hand moves. It could work.

**2** I'm afraid to ask about the story.

You play Hawk "The Hawk" Manson, working for the CIA's clandestine operations unit. The Nakamichi Corporation is developing a cyborg super-soldier, and The Man don't like that.

**3** Lots of big explosions then?

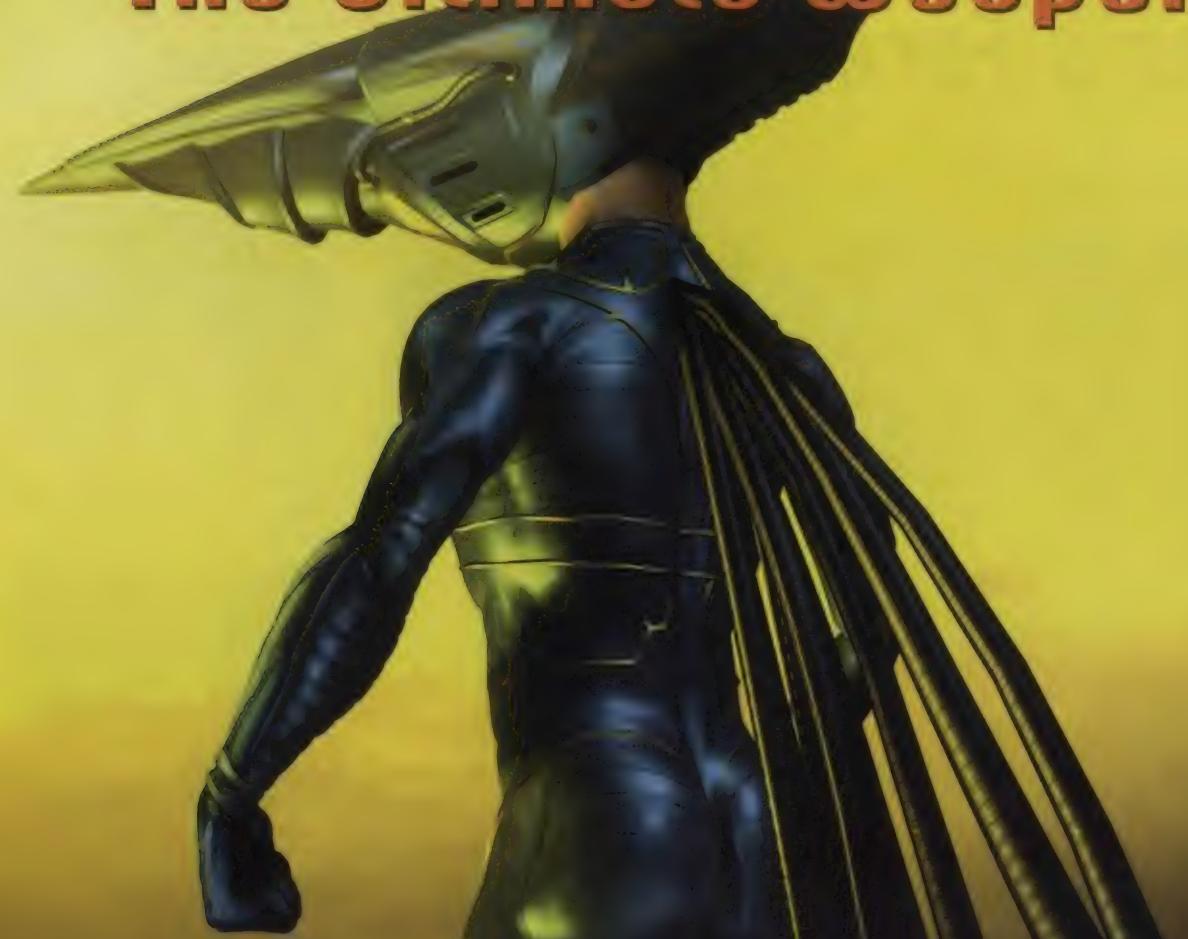
And how. Sneaking around the shadows is fine if your name's Solid Snake, but The Hawk likes to spend his time punking punks.



**TAKING AIM** Use the over the shoulder view for those must-not-miss moments.

*CyberTiger* not only offers crushing drives, insane putts, and super fast gameplay; it has the official endorsement of the great Tiger Woods himself.

# The Ultimate Weapon



# MDK<sup>TM</sup> MDK<sup>TM</sup> 2

The amazing Sniper Helmet that lets you shoot an alien in the eye from a mile away is coming to the most powerful entertainment system, the Sega Dreamcast.<sup>TM</sup> Kurt Hectic, the original hero of stealth and subterfuge returns to reclaim Earth along with the help of the dangerously brilliant Dr. Hawkins, and the 6-legged gun-toting robotic dog, Max.

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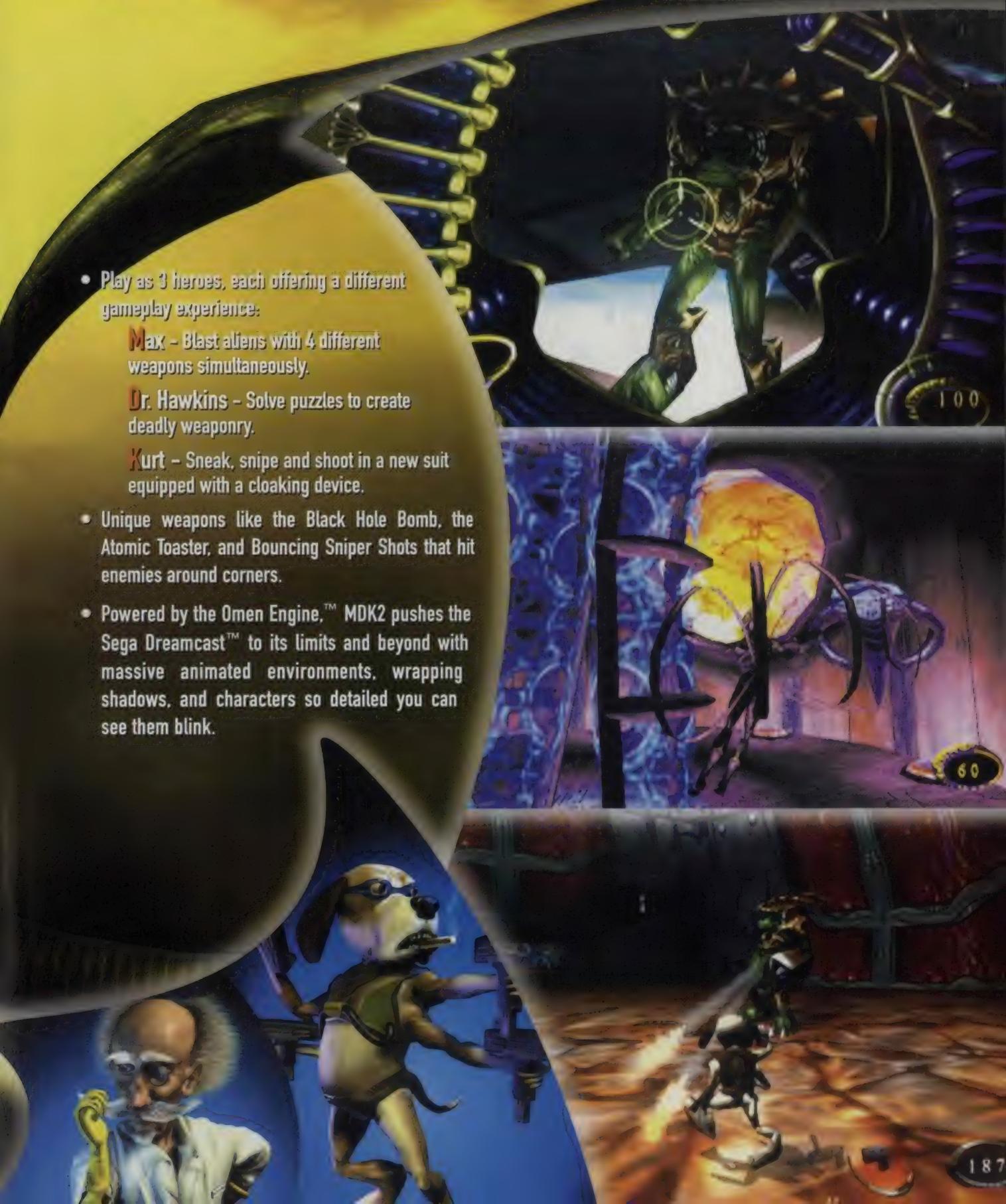
Sega Dreamcast



©1999 Interplay Entertainment Corp. Omen Engine ©1999 Bioware Corp. LUA ©1994-1998 TeCgrat PUC-Rio. Written by Waldemar Coles, Robert Jerusalimsky and Luiz Henrique de Figueirido. Developed by Bioware Corp. The Bioware Omen Engine and the Bioware Logo are trademarks of Bioware Corp. MDK, MDK2 and related marks are trademarks of Shiny Entertainment, Inc. and certain characters are ©Shiny Entertainment, Inc. Interplay, the Interplay logo, and "By Gamers. For Gamers." are trademarks of Interplay Entertainment Corp. Sega, Dreamcast, and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. All other copyrights and trademarks are the property of their respective owners. All rights reserved.

# on the Sega Dreamcast.<sup>TM</sup>

- Play as 3 heroes, each offering a different gameplay experience:  
**Max** - Blast aliens with 4 different weapons simultaneously.  
**Dr. Hawkins** - Solve puzzles to create deadly weaponry.  
**Kurt** - Sneak, snipe and shoot in a new suit equipped with a cloaking device.
- Unique weapons like the Black Hole Bomb, the Atomic Toaster, and Bouncing Sniper Shots that hit enemies around corners.
- Powered by the Omen Engine.<sup>TM</sup> MDK2 pushes the Sega Dreamcast<sup>TM</sup> to its limits and beyond with massive animated environments, wrapping shadows, and characters so detailed you can see them blink.



# Rising Sun

NBA Superstar **Jason Kidd** is the man on the court and in the video game arena. Jon Robinson takes him to the hoop.

**W**hen Michael Jordan retired from the NBA, basketball fans wondered who would step up and jolt excitement back into the game of hoops. Up stepped Jason Kidd. But Kidd doesn't just thrill crowds with his streak shooting and Magic-like passes, he also earns screams for his old-school video game finesse. We caught up with Jason on 989's motion-capture courts and asked him about his game (he's on the cover), his team, and the players who love to play.

**How were you involved in the development of *NBA ShootOut 2000*?**

I helped in the motion-capture process. It was great – they captured all of my signature moves from the no-look pass and jump shot to my between-the-legs dribble. I even threw in a couple of dunks.

**What was the most difficult aspect of being motion captured?**

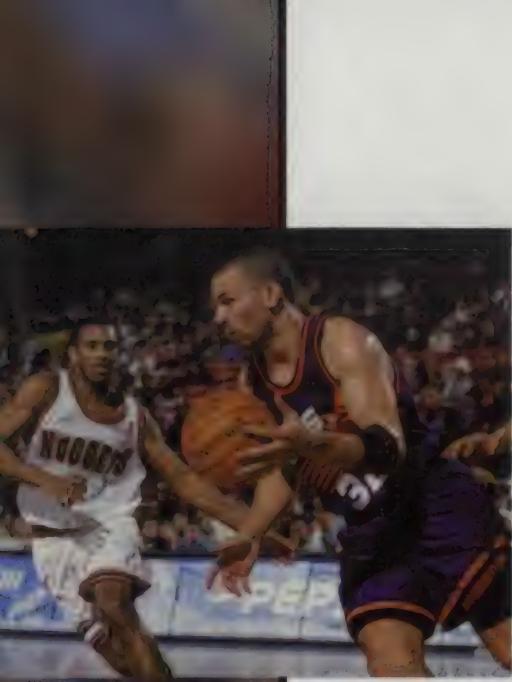
They stuck me in this tight black suit, then used Velcro to attach a bunch of reflective balls to my body. It was tough for me to run through my normal motions without knocking the balls off my suit every time that I attempted a behind-the-back pass or two-handed jam. Hopefully I didn't mess up any of the programming by kicking those balls around while I was trying to play.

**Are you a big video game player?**

I am! I was really big into gaming before I



PHOTOGRAPH BY JEFF ALBRIGHT



**Name:** Jason Kidd  
**Nickname:** Ason Kidd (teammates tease he's got no J)  
**Height:** 6' 4"  
**Weight:** 212 lbs  
**Position:** Point Guard  
**Team:** Phoenix Suns  
**College:** California  
**Notes:** Led NBA in assists per game and triple doubles in 1998, first Team All NBA  
**Now appearing:** NBA ShootOut 2000

had my son, but lately I've been getting back into playing my PlayStation on a regular basis. I play against a lot of the younger guys in the league, and they constantly tease me because I'm such an old-timer when it comes to games. These guys today know all of the little cheats and codes to help them win, but I'm planning on learning all of the new tricks, especially for the basketball games, so I can show these young kids how an old-school baller comes to play. Video games have always been a part of my life and that's one of the reasons why I'm so excited about working and helping out on *NBA ShootOut 2000*.

**What are some of your favorite video games?**  
I'm a huge fan of the *John Madden Football* series. Lately, though, I've been playing all of the different PlayStation golf games and that boxing game, *Knockout Kings*. Boxing is cool, especially with the Dual Shock controller – it's amazing to actually feel the punches rumble in your hand! But when it comes to my favorite games, basketball has always been my first love. A lot of players bring their video game systems on the road with them, and it's fun for us to relive the season or make our own teams to see what player combinations work on the court. The basketball games are also great for the fans because they enable you to go over to a friend's house and win the bragging rights for your favorite squad. Then, no matter what your friend says, you know you just dunked on his head, and that's when the serious smack talk sessions begin.

**Which NBA players would you say are the biggest gamers?**

I've heard that Antoine Walker of the Celtics is a big gamer. I've also heard that Bo Outlaw of the Magic plays from sun-up to sundown. And I think that Mike Bibby, being stuck out in Vancouver, is also playing games around the clock. People have to understand, NBA players only work about two hours every day, so there's a lot of time for us to, maybe not master every game, but come pretty close to perfection.

**Speaking of players, are there any rookies coming into the NBA that you see as someone who can make an immediate impact on the league?**

I'm going to go with our rookie, Shawn Marion from UNLV. Hopefully, coach will give him the chance to get out on the

court and compete for Rookie of the Year. And, from what our scouts have told me, he's going to be an incredible player.

**How, then, do you think the Phoenix Suns will perform in 1999?**

We've made some great new additions (most notably, Penny Hardaway), but I think we need to beef up our inside game if we want to compete with Portland and San Antonio. Our team last year just wasn't made for that shortened 50 game season. We like to get up and down the court and run, and when you have to run three nights in a row like last year, your wheels start to get tired. Last season was a big disappointment, but I'm really excited about our chances coming up in '99.

**Who do you see as the Suns' biggest competition?**

I think that from Portland and L.A. to Sacramento and San Antonio, there are ten teams in the West that can make it to the finals and challenge for a championship. Whoever wins the title needs a lot of luck and really needs to play well down the stretch to take it all.

**Would you like to end your career with the Phoenix Suns or does part of you want to go back to the Bay Area and play for your hometown Golden State Warriors?**

I would love to play for the Warriors. My basketball life started in the Bay Area and maybe it'll also end there. I'm not saying right now, but maybe sometime down the road. That's the great thing about the video game, though. You can trade your favorite players to your favorite teams at any time – whether it's putting Shaq on the Spurs and creating the Triple Towers or running the floor with five guards – the team creations are up to you, and that's part of what makes gaming so fun. ☺



**KIDD'S STUFF** Jason Kidd drives the rock to the rim in the new game *NBA ShootOut 2000*.

**"A lot of players bring their video game systems on the road with them, and it's fun for us to relive the season or make our own teams to see what player combinations work"**

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A TROPHY.  
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# What's the Verdict?

What does it all mean? Here's the Rosetta Stone of our game reviews. Except without any Greek.

**W**e at *Incite Video Games* are here to bring those seeking the latest and greatest software together in one large jamboree, but with less tents and more insightful reviews. But what makes us different from the other video game magazines? Why should our reviews be seen as "definitive" (a word we don't use lightly)? Because of team work and the verdict box, that's why.

Firstly, the whole magazine staff takes a look at all the games coming, then we divvy out a particular game to an editor with a passion for the genre, and let him at it until game completion. Then you'll read a witty, pithy and informative argument both for and against the product, with the reviewer signing off at the end. There's no anonymity, no confusing rating system and no multiple scores — just explanations of why you need to buy or avoid a game. Straightforward, eh?

## The incite Golden Award

All five-star games deserve special merit and recommendation. To signify this, we present the ultimate software with The *incite* Golden-i Award. Buy these particular games on sight.



## The Verdict - a Gateway to Game Buying

### How They Compare

Comparing games on the same system in the same genre, we place the reviewed game in the context of its direct system-specific competition to give you instant knowledge of how in fares. Usually, we'll place better and worse games in this five-hit combo. The game itself is highlighted.

### Graphics, Sound, and Control

The most interesting disparate elements of the game come together in this section. Each gaming factor is rated out of five (with one being the lowest and five being the highest), and a mini-conclusion is reached on each. Graphics covers all of the game's visual aspects from the in-game graphics to

the computer-generated cinemas. Sound covers incidental spot effects and music, while control details responsiveness and ease of character manipulation.

### Pros, Cons and Overall

Here's where the recommendation or lambasting comes in. Although graphics, sound, and control are important, the plus and minus points of the game take precedence, and may lead to an overall game value higher than the average of the previous scores. Remain focussed, and read the overall rating box which provides the ultimate knowledge. Just to reinforce the message, five-star and numerical ratings are shown for instant access to the score.

## The Verdict

### HOW THEY COMPARE

#### ■ CRASH BANDICOOT

Warped: The best playing platform-adventure on the PlayStation.

#### ■ SPYRO THE DRAGON

Gearred toward kids, Spyro's colorful journey found a loyal following.

#### ■ TARZAN

The legendary Ape-Man lives, but doesn't quite swing it compared to the Bandicoot.

#### ■ HERCULES

Basically the same game as Tarzan, sans apes and vines.

#### ■ A BUG'S LIFE

Great movie...squash the game. You'd have more fun turning bugs in the sun

### GRAPHICS

■ One of the most vibrantly brilliant looking games. Everything from the jungle to the characters appears movie-quality.



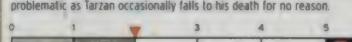
### SOUND

■ Phil Collins provides the soundtrack, and the background noise and animal chatter never make you feel a part of the jungle.



### CONTROL

■ Why can't Tarzan attack while hanging from a vine? Swinging is also problematic as Tarzan occasionally falls to his death for no reason.



## Tarzan

**PROS:** Gorgeous. The cut scenes and soundtrack are straight from the movie. Great game those loving the flick.

**CONS:** Repetitive levels and frustrating controls grow tiresome. Since when does Tarzan stab small animals with a knife?

### OVERALL

Mesmerized by the movie or a Disney freak? Check this out. Older gamers searching for more action should run in Crash's direction.

**3**



## 24 Play Graph - A day (and night) in the life of a video game.

Some games are over in hours. Others take days. But for our main game, we go way into extra time to deliver you a 24 hour chart showing the reviewer's thoughts as he or she combats fatigue in an attempt to get as far through the game as is humanly possible. The easiest (and most brutal) way to judge a game's longevity.

### Face Icons

Our editors exhibit five stages of emotion during the testing, and these signify the excitement levels and staying power of the software tested. A steady diet of cola and pizza is also administered as a stimulus.

#### 24 Play Graph

##### OBSESSED

A little later, my response to speed reading. Game overload.

##### ENTHUSIASTIC

After completing a few games, I'm getting a little carried away.

##### HOPEFUL

Exciting moments galore, the game is great.

##### DISINTERESTED

A lack of excitement fails to entice, with nothing seeming to matter.

##### UNCONSCIOUS

Conscious thought is non-existent.

We go way into extra time to show you the reviewer's thoughts as he or she combats fatigue in an attempt to test a game's longevity.

##### HOUR 0

I'm hooked. I've found the Arcade Mode and I'm checking out all the tracks. There are some rather nifty short cuts to find. I'd try Time Attack using Fresh, and perfect my three lap time on Tiny Arena.

##### HOUR 1

I must stop. My thumbs are bleeding and I've got a shooting pain in my finger. But I can burn-in the air and after a powerlide. My time? 158.50.

##### HOUR 2

With a couple of mates, I've managed to find a bigger television, and multiplayer racing has commenced. My track knowledge is extensive.

##### HOUR 3

I'm completed 60 percent of the Adventure Mode and still uncovered any secret rooms. Instead of sleeping, I grab more CTR coins. This finishes me off.

##### HOUR 4

With a cheap Nitroos Guide I beat him and realize the scope of the Adventure Mode. My mind snaps. I nap.

##### HOUR 5

Upon first inspection this is nothing but a shallow imitation of Mario Kart 64. It's bland, plodding and disgusts me.

##### HOUR 6

It's not bad, but it's not good either.

##### HOUR 7

It's not bad, but it's not good either.

##### HOUR 8

It's not bad, but it's not good either.

##### 24 HOUR PLAY-PLAY

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24

## Game Ratings



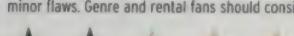
**EXCELLENT** — The cream of the crop. The best combination of visuals, control and most importantly, playability. Outstanding.



**GOOD** — Solid, interesting and great fun to play, with minor disappointment in one area. Still recommended and worthy.



**AVERAGE** — Some interesting elements, let down by some minor flaws. Genre and rental fans should consider these titles.



**SUB-STANDARD** — Two or three major factors of the game need help, leading to a disappointing experience. A possible rental.



**TERIBLE** — Completely lacking vision, excitement or indeed any other gameplay element. A possible frisbee. Avoid.



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# Resident Evil 3

Dino who? *Resident Evil* is back to try for the Survival Horror crown.

## FACT FILE

■ DEVELOPER Capcom ■ PUBLISHER Capcom ■ GENRE Survival Horror ■ PLAYERS 1 ■ RATING M

### GAME GLANCE

- 2 Playable characters
- 3 Mercenaries
- 1 Tyrant
- 7 Weapons
- 9 Monsters
- 5 Hidden Costumes
- 1 Cool Mini-Game

**With a newly shined shotgun at the ready, a gleaming knife freshly sharpened and sheathed, and a pocket full of typewriter tape, we visit scenic Raccoon City once again to give you the lowdown on Capcom's latest, and easily greatest, *Resident Evil* yet.**

When Shinji Mikami, the man behind Capcom's classic horror series, stated that the third release of *Resident Evil* was being made just for the fans, he wasn't kidding. Combining the thick atmosphere, unsettling horror, and insane difficulty from the first game with the heavy Hollywood action from the second, *Resident Evil 3* delivers an experience fans will never forget.

*Resident Evil 3* stars Jill Valentine, the original *Resident Evil* heroine and undisputed master of unlocking, in her quest to escape



PULLING POWER Your reappearing adversary, the Tyrant, has a number of unpleasant surprises up his sleeve.



TAG TEAM Tired of taking on the Nemesis by yourself? Your buddy Carlos will help.

Raccoon City alive. Weary from her ordeals, Jill decides to leave town and take a vacation – but it quickly becomes apparent she didn't leave soon enough.

Taking place 24 hours before and after the second game, *Resident Evil 3* gives you a very different view of the growing horror in Raccoon City. In the first game, you spent most of your time in a giant mansion, and the second in an infested Police Station, but in *Resident Evil 3* you'll find an entire town to explore. You'll visit beautifully rendered city-like environments, and see everything from a lush city park to an aging clock tower to a familiar Police Station – not to mention dozens of city streets and other locations. *Resident Evil 3* is all about exploration, and there are multiple paths you can take to get to a destination, giving you different results once you get there.



Join the original *Resident Evil* heroine and undisputed master of unlocking in her quest to escape Raccoon City

**Jill Valentine**  
ELITE S.T.A.R.S MEMBER AND THE LAST SURVIVOR



**Incite**  
Golden Award



**THE WORM HAS CHURNED** Sometimes pumping lead into a creature isn't always the best way to kill it. Look for clues in the background to give monsters an electrical spasm.

Resident Evil 3 utilizes this new feature often. Should you follow the sound of gunfire or screams, for example, you'll stumble across small and unique scenes that you would miss otherwise. On other occasions, the results are more substantial. For example, Carlos, a mercenary and a member of the questionable Umbrella "Biohazard Counter Measure Force," can be found in multiple areas, and finding him can mean the difference between having him

on your side for an easy confrontation, or a solo battle to the death with a certain hulking monstrosity.

Capcom haven't only upped the location count, but there's a number of deadly genetic mutations to fend off, including one huge and dangerous critter. Much like the dreaded Tyrant from the second quest in Resident Evil 2, there's a new nightmare in town, and he wants S.T.A.R.S. members dead —

*Continued on page 112*

Taking place 24 hours before and after the second game, *Resident Evil 3* gives you a very different view of the growing horror in Raccoon City



**VALENTINE'S DAY** Jill demonstrates her Regina clothing and shotgunning ability.



**CARLOS IT A DAY** *Day of the Dead's* unpleasant elevator scene is recreated.



One of many elite mercenaries hired by Umbrella and sent into Raccoon City to evacuate the civilians

## Carlos Oliveira

MEMBER OF BIOHAZARD COUNTER MEASURE FORCE



**FIGHT NIGHT** Try the sub-game *Operation Mad Jackal*, to win more weapons.

*Continued from page 111*

and unfortunately, Jill is a member of this special police group. Nicknamed the Nemesis, this mutated Tyrant is relentless in his chase of Jill, and the only clue to his inevitable appearance is a foreboding sound effect. Yet, unlike the Tyrant from *Resident Evil 2*, running away won't always guarantee safety....

This creature isn't the only terror stalking the Raccoon City streets; many *Resident Evil* faves are back (just wait until you see the new frog-like Hunter), and some in greater number than ever before.

Now truly playing out like *Night of the Living Dead*, *Resident Evil 3* litters the streets with the undead



**BACK WIDOW** Those acid-spitting arachnids are back, making themselves at home in a tumble-down mansion. Note Carlos' Umbrella insignia on his combat jacket.

Now truly playing out like *Night of the Living Dead*, *Resident Evil 3* litters the streets with the undead. Zombies are everywhere, and unlike the reasonably small number of these creatures that the past two games threw at you at one time, they are out in force in this game. Often you'll see upwards of ten zombies in one small alleyway, all slowly stumbling towards you.

Thankfully though, the odds are

still on your side. There are often items in the background that can help you even the score, such as an exploding barrel or hanging crate, and you have your fair share of weapons. The classic shotgun, handgun, Magnum, grenade launcher, and... well, knife are back, along with all-new instruments of mass destruction, including the mine thrower (which is an explosive

## Check your pulse — the first annual Zombie Awards!

The undead. They moan a lot, shuffle and stumble around, and are only a real threat to those lacking some sort of melee weapon. Here's your guide to the top zombies in America today, including a winner so you crazy goth kids have someone to look up to.

We've scoured the country looking for subjects exhibiting signs of zombification. The results are now in, so be warned — it would be wise not to meet the following down a dark alley....



**Zombie**



**Kate Moss**



**Al Gore**



**Keith Richards**

<b>Nickname</b>	Bob	Toothpick	Smiles	Trainspotter
<b>In former life was...</b>	Pet Groomer	A boy	A tree	A stone
<b>Soul went to...</b>	Umbrella	Calvin Klein	Buddha	Jack Daniels
<b>Hobbies</b>	Killing the living, scaring small animals	Not eating, keeping out of strong winds	Single handedly creating the Internet	Plays doctor with himself, moans a bit, holds a guitar
<b>Blood replaced by..</b>	Pixels	CKI	Air	Heroin
<b>Undeadliest?</b>	Sure, a video game zombie has no pulse whatsoever, but he's a bit too slow and wimpy to earn the crown. Bob usually goes down with a single shotgun blast to the head. Keith Richards could take at least two!	Kate Moss does indeed weigh less than most small animals and shouldn't have the strength to stand, but she is a little too young to be crowned "undeadliest." Give her a few years in the afterlife....	Even though Al Gore hasn't taken a breath since his senior year at high school and has the prerequisite last name, he does have a number of offspring, meaning there used to be some life in his bedroom.	With millions in the bank, young women throwing themselves at his feet, and never sober enough to feel any pain, he's proven to be impervious to numerous narcotics. Is there a more clear cut winner here?

Can a Survival Horror game actually be better than *Resident Evil 2*? In a word, yes.



**TOO DARK PARK** This park is rendered with care – and brimming with the dead.

dart gun) and the Winston Custom M37 (a rifle like the one Arnold used at the start of *Terminator 2*).

Of course, a hail of bullets alone won't protect you from the newly transformed citizens of Raccoon City; you'll have to rely on a bit of luck and a ton of skill, not to mention some crafty puzzle solving techniques to survive. That was always the magic behind *Resident Evil* games: a perfect marriage of suspense, horror, blood splurting action, and brain numbing puzzles – a tradition that carries over to this incarnation. Can a Survival Horror game actually be better than *Resident Evil 2*? In a word, yes.

- Ryan Lockhart

There's a new nightmare in town, and he wants S.T.A.R.S. members dead

## The Nemesis

UMBRELLA'S BIO-ENGINEERED TYRANT

### The Verdict

#### HOW THEY COMPARE

##### ■ RESIDENT EVIL 3

With the perfect combination of action and scares, the latest *Resident Evil* proves to be the greatest of all.

##### ■ SILENT HILL

Take the basic *RE* premise, throw in mist, a polygon engine and gobs of horror.

##### ■ RESIDENT EVIL 2

An easy, action-filled horror fest, with more action than actual suspense.

##### ■ RESIDENT EVIL

The first incarnation is the downright creepiest, but not as much fun to play.

##### ■ ALONE IN THE DARK 2

Paling by today's standards, this delivers limited scares and chunky zombies.

#### GRAPHICS

■ The best looking *Resident Evil* by far. Backgrounds are lush with detail and character models are superb.



#### SOUND

■ Creepy music and the moaning of the undead make you feel like you're trapped in a horror movie.



#### CONTROL

■ Same basic control (i.e., slightly clunky) as the past *Resident Evil* games, but with a tricky dodge function.



### Resident Evil 3

**PROS:** Great fun to play, beautiful to look at, and the Nemesis encounters are frighteningly cool.

**CONS:** With only one major single-player game, it lacks the replayability *Resident Evil 2* had.

#### OVERALL

Not only is this the greatest *Resident Evil*, but it's also one of the greatest PlayStation games ever.

**5**  
OUT OF 5



# Winback

Wish you could play *Metal Gear Solid* on your Nintendo 64? *Winback* is your payback....

## FACT FILE

■ DEVELOPER Omega Force ■ PUBLISHER KOEI Corporation ■ GENRE Action Shooting, with crouching and more shooting ■ PLAYERS 1-4 ■ RATING T

## GAME GLANCE

- 32 Levels
- 350 Character animations
- 5 Multi-player modes
- 5 weapons
- 10 Armed bosses
- 28 playable characters
- 1 Liquid Snake lookalike
- 2 Solid Snake lookalikes

**Forget Mission: Impossible.** *Winback* takes the espionage formula, the "terrorists taking over the world" premise, and the "all enemy guards are blind and stupid" prerequisites and mashes them all together in a game that's set to both win back and win over action and shooting fanatics.

Crouching behind crates, moving along conveyor belts, and shooting laser wire while peppering enemy soldiers full of large-caliber bullet holes. That's the gaming experience contained within Koei's homage to *Metal Gear Solid*. You are Jean Luc Couger, a special-ops member forced to endure badly translated dialogue and somewhat repetitive stealth combat in order to save the world from high-tech



**MENTAL GEAR SOLID** Thinking fast, stepping out from cover and cutting down slow thinking guards. This is your mission.



**WOO-TANG CLAN** Facing off with guns blazing – John Woo-style deathmatch action.

terrorists intent on demolishing the world with outlandishly large laser cannons mounted to spy satellites. Your entertainment? You leap heroically and fire at guards as you advance through an industrial facility.

Throughout the sortie, you utilize boxes, jeeps, and sandbags as tactical cover before popping out to pop a cap into the dozens of unsuspecting soldiers. Actually, make that lobotomized rather than unsuspecting. These are the sort of mercenaries that can watch their buddies fall to a hail of bullets and stand motionless or look bewildered. Despite this, the game never dulls thanks to the impressive level design and motion animation.

Think of *Winback* as *Virtua Cop* without rails, or *Metal Gear Solid* without the depth. However, there's a number of multiplayer modes and arenas that adds enormously to the game, and despite the light puzzle elements, the single-player action is addicting and intense. Those



**BARRELS OF FUN** Incredulous guards fail to respond to an exposed Cougar.

craving stealth and mayhem for one to four players need look no further than this.

- David Hodgson

## Jean Luc Couger vs Solid Snake Who's the hardest?

We go under the combat fatigues to discover the Hardest Man Alive.



## MOVIE STAR RESEMBLANCE

- |  |   |
|--|---|
| Fresh. Young. Billy Baldwin on a good day. | Grizzled. Old. Alec Baldwin on a bad day. |
|--|---|

**Edge:** Jean Luc - A wily cat pounces on the soft-bellied Snake.

## REAL NAME

- |   |  |
|---|--|
| Jean Luc. Parents were Star Trek and Mellencamp fans. | Dave. Parents were a test tube and Big Boss DNA. |
|---|--|

**Edge:** Draw - Jean Luc seemed too French, Dave too dull.

## ORGANIZATION

- |  |   |
|--|---|
| Member of SCAT. Fellow soldiers were crap, unsurprisingly. | Ex-member of Fox-Hound. Fellow soldiers schizophrenic nut-jobs. |
|--|---|

**Edge:** Solid Snake - Snake's all alone. That's a blessing.

## HARDNESS FACTOR

- |   |  |
|---|--|
| He sneaks, he prances, he lures dumb guards into crossfire. | He smokes, he sneaks, he snipes genetically-enhanced guards. |
|---|--|

**Edge:** Solid Snake - A man is judged by the quality of his foes.

## THE WINNER: SOLID SNAKE

## The Verdict

## HOW THEY COMPARE

## ■ GOLDENEYE 007

Less stealth; foes with working brains and a little more variety.

## ■ TURK 2

No stealth, foes with exploding brains (hanks, Cerebral Bore) and more lizards.

## ■ WINBACK

Novel gameplay (that is, stolen from *Metal Gear Solid*) while retaining familiar elements. Exceptional multi-play.

## ■ QUAKE II

This is so 1997. Brainless, bloody gun combat with none of *Winback*'s finesse.

## ■ NIGHTMARE CREATURES

This is so 1897. Foggy old London with rusty (and repetitive) weapon combat.

## GRAPHICS

- Sparse terrain and cardboard trees hinder the otherwise acceptable environments. Enemies are motioned well.



## SOUND

- Gunfire, enemy death cries, and Jean Luc's grunts are meager but authentic. Unexpectedly excellent music.



## CONTROL

- Intuitive aiming sometimes causes confusion. Rolling, hiding against walls and leaping is consistently top-notch.



## Winback

- PROS:** Strategic and arcade experiences combine with a multi-player mode to almost out-gun *Goldeneye*.

- CONS:** Lobotomized guards fail to react even after being shot. The one-player experience can be repetitive.

## OVERALL

The closest you can get to *Metal Gear Solid* without infiltrating an Alaskan base. This is approved for purchase.



## QUICK REVIEWS

**Army Men: Air Attack**

■ PLATFORM PS ■ PUBLISHER 3DO  
■ PLAYERS 1-2 ■ GENRE Action



**DEATH FROM ABOVE** Rambo-style recon with ground troops AWOL as usual.

Again with the *Army Men*. This time, you're Captain Billy Blade, ace chopper pilot, and that plastic prima donna Sarge needs your help. Fly Hueys, Apaches, Super Stallions and Chinooks as you provide air support for the Green Forces and wreak havoc on those damn Tans. You've got machine guns, rockets, homers and napalm in your plastic arsenal. Remember *Jungle Strike* for the Genesis and SNES? No? Well it's kind of like that, but fun. Isometric view, fly around, shoot stuff. You know. Fun. - DL

Overall

★★★

**TOCA 2: Touring Car Challenge**

■ PLATFORM PS ■ PUBLISHER Codemasters  
■ PLAYERS 1-2 ■ GENRE Racing



**RAIN OR SHINE** Rickard Rydell muscles past our Vauxhall. Typical Volvo driver.

The Brits may not rule the world anymore, but they sure know their racing. *TOCA 2* is based on the British Touring Car Championship, which offers more thrills and spills per minute than any NASCAR event. Most of the drivers are actually capable of negotiating corners too, and the races don't stop for rain. The follow-up to the first *TOCA* has more of an arcade feel than the original, so it's easy to sit down and get straight into the action. Definitely one of the PlayStation's best racers. - DL

Overall

★★★★

# Rocket: Robot on Wheels

Ubi Soft has launched an all-out blitz on the cute platformer genre.

## FACT FILE

■ DEVELOPER Sucker Punch ■ PUBLISHER Ubi Soft ■ GENRE Adventure ■ PLAYERS 1 ■ RATING E

## GAME GLANCE

- 1400 tokens
- 9 vehicles
- 7 worlds
- 4 special move upgrades
- 1 evil raccoon
- a whole bunch of sheep

**PICTURE MARVIN THE MARTIAN** Marvin the Martian in an unholy union with a unicycle, and what do you get? A potential lawsuit from Warner Brothers, and a weird little robot who goes by the name of Rocket.

**O**k, here's the deal: you're a maintenance robot at WhoopieWorld, the world's greatest amusement park, due to open tomorrow. Your boss has left you in charge of the joint and the park's two mascots, Whoopie the purple walrus and his sidekick, JoJo, who happens to be the world's smartest raccoon.

Turns out JoJo's also the world's most diabolically evil raccoon, because he promptly knocks you over the head, kidnaps Whoopie, steals all the tickets



**SHEEP DIP** Rocket uses the red arc to aim a woolly missile with pin-point accuracy.

needed to operate the rides in the park, and takes off. Crap.

The stage is now set for an epic platformer experience as *Rocket: Robot on Wheels* (to give him and the game its full title) wanders through the surreal WhoopieWorld, trying to get the rides up and running and rescue that damn walrus. Along the way you'll pilot a robotic dolphin, design and ride your own rollercoaster, and throw sheep. Lots and lots of sheep.

Puzzles aside, gameplay is appropriately tight, so if you fluff a key jump it's your fault, not the game's. Some slight camera angle issues aside, Ubisoft has nailed the cute 3D platformer lid down this month with this and *Rayman 2*.

*Rocket*'s cute, no denying it, but with some of the most imaginative puzzles and mini-games ever to grace the N64, or any other console, it's well worth a look.

- Demian Linn



**STUDENT PAINTER** Rocket has to solve puzzles by painting objects certain colors. Walls and statues can also be painted...and sheep.

## The Verdict

## HOW THEY COMPARE

## ■ DONKEY KONG 64

Huge levels, deep gameplay and multi-player give DK a leg up over *Rocket*.

## ■ ROCKET

Cool puzzles set *Rocket* apart from the usual cute platformer pack, controls are sharp, but the music wears thin.

## ■ RAYMAN 2

Very challenging, this has an even higher cuteness quotient than *Rocket*.

## ■ A BUG'S LIFE

Mediocre movies make bad games. Here we see that truism in action yet again.

## ■ MYSTICAL NINJA G-4

Our favorite whipping boy, *Mythical Ninja* is where bad gamers go when they die.

## GRAPHICS

■ Great, in a cartoonish sort of way, but not as spectacular as *DK64*. Character design is excellent, and textures are rich.



## SOUND

■ The music gets old, and other sound effects are nothing special. The sheep do give out a satisfying "Baaa," though.



## CONTROL

■ *Rocket* responds quickly and accurately to control-stick movements, so platform jumping isn't tedious.



## Rocket: Robot on Wheels

## PROS:

Inspired puzzles and mini-games, great control, psycho clowns, cool vehicles and robo-upgrades to earn.

CONS: Looks like a game for the under-12 set. Music may drive you slowly insane. How about some multiplayer?

## OVERALL

A refreshingly different platformer experience. But older gamers may not find an evil raccoon all that intimidating.

4 OUT OF 6

★★★★★

**LEGACY of KAIN™**

# **SOUL REAVER**

**"The Critics have Spoken on the  
Action / Adventure Game of the Year!"**

**"A technical achievement...  
Soul Reaver delivers an epic piece  
of vampiric literature.. 93%"**

- IGNPSX.com

**"Soul Reaver is a deep game  
possessed with a myriad of  
impressive little touches... 9/10"**

- VideoGames.com



**"Soul Reaver's environment's  
are jaw dropping."**

- Gaming-Age.com

**"98%"**

- PS Extreme Magazine

**"3D exploration and adventure at  
its finest... Game of the Month."**

- Expert Gamer Magazine





**Out  
Now!**



As Raziel, stalk Nosgoth feeding  
on the souls of your enemies

Engage your creator, Kain,  
in an epic struggle for dominance

Dark gothic story

No load times

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DYNAMICS**  


# X-Files: The Game

Think you can out-fox Mulder? Point and click your way through your own *X-Files* episode.

## FACT FILE

■ DEVELOPER Fox Interactive ■ PUBLISHER Fox Interactive ■ GENRE Point and Click Adventure ■ PLAYERS 1 ■ RATING T

## GAME GLANCE

- 4 CD-Roms
- 40 Hours of original footage
- 30 Different locations
- 1 Scully Bible
- 2 Sub-plots
- 1 Chance to discharge a firearm in the FBI office
- 1 Script by Frank Spotnitz

**Point and click adventures have had a somewhat checkered past. Fox Interactive plan to change the stigma attached.**

Converting a TV show into a game is always a risk, and one game designers aren't always willing to take (hence the lack of *Friends*-based first-person shooters). Almost as risky, but for different reasons, is the prospect of convert-

ing a PC game to console (hence the lack of real-time strategy games on the PlayStation). As a result, converting a PC game based on a TV show into a console game is about as safe as walking though Central Park at midnight while yelling, "I hope no one tries to steal all the money I have in my pockets." (Though this does not explain the lack of *Friends*-based real-time strategy games.)

Luckily for the people behind *X-Files: The Game*, the transition from the PC to the PlayStation wasn't as painful as getting mugged by one of New York's finest. And neither is playing it. Though the game won't appeal to players of such action-oriented adventures as *Tomb Raider* or *Resident Evil*, fans of both the show and of more cerebral titles will find themselves as engaged and involved as they would be watching one of the good *X-Files* episodes.

Covering four discs, the game looks and plays the same as *Myst*, right down to the point-and-click interface. Rather than render the characters in 3D models, however, the makers shot around 40 hours of original footage with such series



**A CASE OF MULDER** Working alongside Agent Mulder, you'll still be left in the dark at the end of the game. But notice that you do have all manner of FBI-approved equipment.

This game looks and plays the same as *Myst*, right down to the point and click interface



**CURSORY GLANCE** Er, Scully... I think you've got something on your lip.

## Off the record with Scully

Playing *X-Files: The Game* may involve thorough investigations, but, Gillian Anderson warns, it shouldn't jeopardize your social life.

**How different is it to shoot film for a video game as opposed to a television show or a movie?**

It was a completely different format. There's not many scenes, or long interactions between characters, just a lot of single words or single paragraphs, and repeating the same sentence slightly differently. But the excitement is in the playing, not the actual scenes that take place.

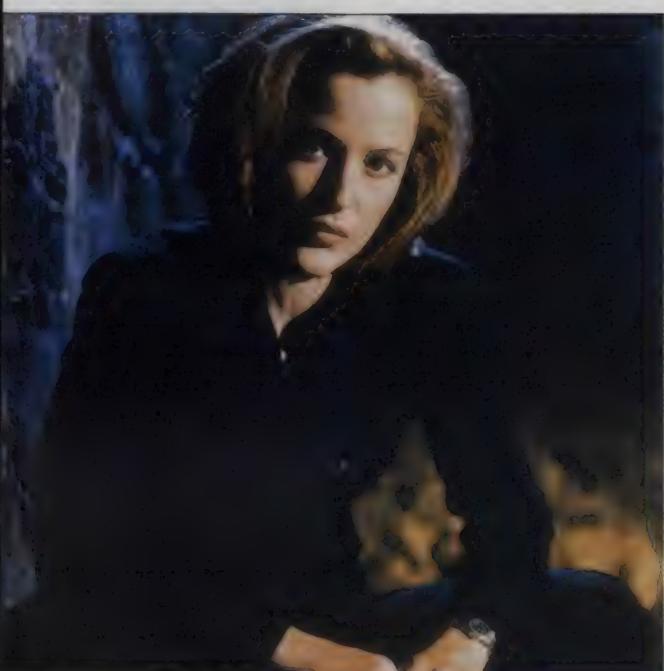
**What was it like to treat the camera as another actor?**

We get to do that a lot on the show, in terms of reacting to

situations that will be laid in special effects afterwards or saying our lines to a piece of tape on the wall because we can't fit the actor in there. So you get used to that after a while.

**So what do you think this game is going to do for the fans?**

From what I understand, it's one of the most advanced games out there. There are four discs, and it could take up to 40 hours to play the game, so you could lose quite a few hours every day. I'm just worried that people won't show up to work....

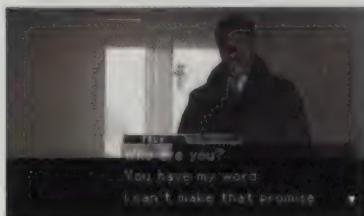




**DIRECTOR'S CUT** Director Skinner points (and clicks) us away from a *Simpsons* joke regarding a certain Mrs. Krabappel.

stars as Gillian Anderson, David Duchovny, and Mitch Pileggi. It's this mix of full-motion video and photographic images that makes players feel as if they're part of a real episode.

The storyline is equally close to the feel of the show and was actually written by series creator Chris Carter to fit into the series' mythology somewhere between the third and fourth seasons. Playing as a Seattle-based F.B.I. agent, you're assigned to investigate the dis-



**JUMP UP AND GET DOWN** Hey, is that the guy from *21 Jump Street*?

pearance of Mulder and Scully, and are given the full resources of the bureau to do so. Though initially equipped with a cell phone, badge, gun, and a PDA, other items – including a copy of Jose Chung's *From Outer Space* – are picked up along the way.

Of course, not all episodes of *The X-Files* are action-packed, and this game is similarly lacking in punch. Rather, the game features a more methodical pace (keeping with that *Myst* theme) and more intellectual challenges, ones that test your investigative skills instead of your reflexes.

It also seems as if its appeal might be limited to fans of the show, as the storyline draws heavily from the series' ongoing story.

Which is not to say people who've



**TRUE BLUE** Agent Dana Scully models the latest in hospital robes.

never seen *The X-Files* won't be able to follow it, rather that they may not be willing to invest the time it would take to get involved in a story that already has legions of fans hooked. But for those of us who refuse to go out on Sunday nights when there's a new episode on, *X-Files: The Game* is another reason to stay home at night.

- Paul Semel

## The Verdict

### HOW THEY COMPARE

#### X-FILES: THE GAME

Excitement and amusement is contained within this unique interactive *X-Files* episode. If you like to point and click.

#### SILVERLOAD

A wild west point-and-click adventure involving lycanthropes. Nothin' happens.

#### RIVEN

Your preferred interactive PlayStation desktop wallpaper. Compared to *Myst*.

#### JUGGERNAUT

Strange Lovecraftian worlds, inhabited by befuddling and dull puzzles.

#### FOX-HUNT

Capcom's embarrassment. Makes *Night Trap* look like an Oscar contender.

### GRAPHICS

With actual footage shot for the game, this looks like a real episode. High quality full-motion video.



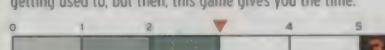
### SOUND

Realistic, with character interaction and plenty of mood music but it never sounds as eerie as the show.



### CONTROL

Using the PS controller to move a pointer takes a little getting used to, but then, this game gives you the time.



## X-Files: The Game

**PROS:** The look, feel, and the involved story make players feel like they might run into Scully in the hallway.

**CONS:** The lack of fast-paced action might bore players looking for some trigger-finger exercise.

### OVERALL

This lets fans feel like they're part of the action, but fans of action will feel bored by the slow pace.

**3**  
OUT OF 5



## In the dark with Mulder

Playing *X-Files: The Game* game may be like joining the FBI, but according to star David Duchovny, it isn't like joining *The X-Files*.

How different it is to shoot film for a video game as opposed to television or movies? Well, in the game, you didn't really have sustained scenes. You have one or two lines at a time, but have three or four different options for whatever scene. So it wasn't like acting, it more like, "Stand here, say a line." But the nature of the script of the game was that I didn't really know the end, or how the game was played, so I was pretty much in the dark.

What was it like to treat the camera as another actor?

That's never been done on the show, so it was interesting to do. Again, it was part of the game aspect of it.

### So what do you think this game is going to do for the fans?

I don't play these kind of games so I don't know. But the chef at this restaurant that I go to all the time is a big game player, and he hears that it's great.

What more of an endorsement do you need? *X-Files: The Game*, as recommended by the chef of David Duchovny.



# Crash Team Racing

Naughty Dog cocks its leg at the sanctity of Nintendo's *Mario Kart 64*. And we love it.

## FACT FILE

■ DEVELOPER Naughty Dog ■ PUBLISHER Sony Computer Entertainment ■ GENRE Racing ■ PLAYERS 1-4 ■ RATING E

## GAME GLANCE

- 20 tracks
- 5 Racing modes
- 8 Characters
- 7 Secret characters
- 9 Weapons
- 8 Cart maneuvers
- 1 New villain
- 6 Track objects

**Naughty Dog delivers a Crash course in derivative driving design, ripping elements from *Super Mario Kart*, *Mario Kart 64* and *Diddy Kong Racing* with unashamed glee. Has this resulted in Crash being hailed as king of console carting? Or is this rampant plagiarizing of Nintendo's successful driving franchise set to choke like *Chocobo Racing*?**

Around the time that Dolly the sheep was being scraped into a test tube, another great cloning event, this one purely for the sake of PlayStation owners, was about to take place. The developers at Naughty Dog, under the watchful gaze of the creator of Crash himself, Jason Rubin, spent months crafting a game that made sure PlayStation buyers with a penchant for mascots and a preoccupation with speeding wouldn't stray over to Nintendo. The result is now apparent in the delivery of the final Crash Bandicoot game, which is – to put it bluntly – a *Mario Kart 64* rip-off. That's not to say that *Crash Team Racing* is mutton dressed as lamb, but rather bandicoot dressed as plumber.

The comparisons were apparent the moment we chose one of eight characters and started a race. There's the turbo start, accomplished by revving in time to the starting lights. Once we set off down the course, each lap took



Golden Award



**MANIC MINER** While avoiding the trundling mine cart, Crash unleashes a bomb and gives Ripperroo a good shafting.



**BANDICOOT BALLS** One of the most devastating weapons is the Warp Orb, which knocks out opponents and flattens the race leader. Note the extra power afforded with ten fruit.

about a minute to complete, we hit striped turbo markers, ran through boxes containing a random power up, and grabbed multi-colored apples called "Wumpa Fruit" to increase our racer's speed and power. Continuing to pick courses, we noticed undulating terrain, a few alternate routes in each of the courses, powersliding by pressing

the shoulder buttons, and an extra air turbo boost by holding down L1 or R1 while airborne. The carts drove with precision, and the control was exceptional. And familiar.

Upon further investigation, we noted a track called Tiny Arena, where mud, bumps, and a dirt course are all to be negotiated. Exactly like Wario Stadium. Then

## The Kartridge Family

Just how much of a copy-cart is *Crash Team Racing*? We find out....



**Mario Yesterday**

In Wario Stadium, after consulting his track map, Mario scoots around a dirt track, powersliding around the corners as a row of giant Wario faces leer at him from the side of the track.



**Crash Today**

In Tiny Arena, Neo Cortex consults his map and jets off around a dirt track as a giant neon Tiny face leers at him from the side of the track. Slightly chunkier carts, but otherwise a direct facsimile.

there's a special power-up that spins out all of your opponents and slows them down to a crawl while you catch up to them. It would have been called the Lightning Bolt in *Mario Kart 64*, but in *Crash Team Racing*, it's a "Time Bomb." Finally, we compared the "fat" characters in each game and were interested to find that they traded slow acceleration for a faster top speed. In fact, cover Dingodile in green scales and he'd pass as the King of the Koopas. This disregard for refreshing or original content did, we admit, disgust us. In the beginning.

But then we got hooked. The reason we're still enjoying *Crash Team Racing* is partly due to its lack of originality. The old adage "if it ain't broken, copy it blatantly and repackage it" has never been more true, and the very fact we enjoyed *Super Mario Kart*, *Mario Kart 64* and *Diddy Kong Racing* so much means we're having an even better time with *Crash Team Racing*. But this is a little more than a Nintendo emulator for the PlayStation starring Crash's crew. Naughty Dog has always had the intention of delivering the finest portions of Nintendo's carting series in the creation of *Crash Team Racing*.

There's the Adventure Mode, where *Diddy Kong Racing*'s expansive quest is recognized. In it, your mission is to challenge and eventually overpower a new mad alien scientist called Nitrous Oxide, who



**CART IN THE ACT** One of the secret tracks features wide roadways for projectiles.



**SHIPS AHOY** Your final Adventure Mode confrontation is on board Oxide's craft.



### DEFINING MOMENT

I realized *Crash Team Racing* was easy to play, but difficult, when scooting around Papu's Pyramid in the Adventure mode. To claim that all-too-elusive CTR coin, those three letters are needed as well as a pole position. This involved more convoluted turning and precise swerving than a presidential interrogation. Alternate routes, no margin for error, and constant retrying ensured victory. A perfect example of a game appealing to the newbie and the pro-carter. My only gripe? I spent less time getting my real driver's license than grabbing all those damn letters.

David Hodgson

plans to concrete over the world. Your chosen racer scoots around a linked 3D landscape, unlocking levels, racing competitors, returning again to acquire relics by com-



**LETTER OF INTENT** Collecting strategically placed CTR letters – a necessary evil.

pleting the course at a more rapid pace while collecting numbered boxes, and then using the accrued winnings to gain entry to other areas of the map. Every track in each zone needs careful negotiation and practice to thoroughly complete. This provides weeks of gameplay alone and is the key to opening the hidden tracks, challenging the secret characters, and halting all social life you may have enjoyed previously.

The majority of the other modes, although welcome, are expected for a video game nowadays. In fact, racing games seem to be

*Continued on page 122*

## The Knowledge

Got a bouncy suspension and the ability to skid around crazy courses? Here's what else you need to check to keep on track with Crash.



### 1. LAP AND TOTAL TIMES

Only really necessary to check in Time Attack and Adventure Mode, where relics are awarded for the fastest three-lap times.

### 2. ITEM COLLECTION

Shows the current weapon you're holding, the number left and the amount of Wumpa Fruit you've eaten. Nosh on more for extra speed and powerful weapon effects.

### 3. NUMBER OF LAPS

Some races allow three, five, or seven laps. Usually, there's only three laps to complete.

### 4. COMPETITORS' POSITIONS

Shows the first four characters. Unless of course, you're racing the final course and challenging Nitrous Oxide. Then it's a duel.

### 5. ITEM IN USE

Most weapons have a graphical presence when launched, not the least being the Tracking Missile, complete with vapor trail.

### 6. COMPETITOR

You'll see many opponents scoot past you, but none are as tricked out as Oxide.

### 7. MAP OR TACHOMETER

This shows the entire track in white, with attractive little blobs to show you and your competitors' positions. This can be switched to a tachometer. That gray box? It shows your turbo power and lights up red.

### 8. RACER

This is Crash in mid-skid. The best character to start with. Certainly the most fury.



**PURA PURA PACK** While Polar the bear attempts to throw a TNT box off his head and grab a power up, Pura the tiger roars into the lead pack of racers with a mask of invincibility.

*Continued from page 121*

sharing a bond with fighting titles as companies tag on numerous other modes to encourage buyers. Time Attack, with ghost mode, allows devious racing lines and shortcuts to be mastered and saved to your card. There's a Battle Mode, where six arenas are the setting for up to four players to vent their frustration on each other. And Arcade Mode, where you can practice racing against fiendish CPU foes.

Also impressive are the game's graphical displays. With some of the most colorful textures yet seen, the displays eclipse what was previously expected in this genre. Flaming gouts of lava-fire toast hapless cart racers, and unlike *Chocobo Racing*, the only two-dimensional characters you'll see are those flattened by a mine cart, one of the additional hazards to avoid. There are skid-marks, variable character expressions, shimmer effects on missile

If we were Nintendo, we'd be seething; this is the next step in the evolution of the cartoon racing genre.



**FOUR-PLAY** With diminished detail, only invite three pals to join if your TV is large.

vapor trails, and up to seven other carting foes on-screen. Accompanying the graphics are the cartoonish and toe-tapping tunes, with all screeching, yelling and wind-rushing sounds present and accounted for. Of course, in the final lap the soundtrack takes on a sense of urgency - the game never lets you forget its inspiration.



**HINT ME BABY ONE MORE TIME** Uka Uka informs the evil racers about gaming tips.

## 24 Play Graph

We go way into extra time to show you the reviewer's thoughts as he or she combats fatigue in an attempt to test a game's longevity.

### OBSESSED



A blank stare. No response to prodding. Game nirvana.

### ENTHUSIASTIC



Wild gesticulations and great game action combine.

### HOPEFUL



Promising gaming elements galvanizes the player.

### DISINTERESTED



A lack of excitement fails to entice, with optional yawning.

### UNCONSCIOUS



Connitions brought on by boredom leads to a comatose state.

**HOUR 1** Okay, I'm hooked. I've found the Arcade Mode, and I'm checking out all the tracks. There are some rather nifty shortcuts to find. I'll try Time Attack using Crash, and perfect my three lap time on Tiny Arena.

**HOUR 9** I must stop. My thumbs are bleeding and I've got a shooting pain in my finger. But I can turbo in the air and after a powerslide. My time? 3:58:50.

**HOUR 11** With a couple of mates, I've managed to find a bigger television, and multiplayer racing has commenced. My track knowledge is invaluable.



**HOUR 14** The Battle Arenas weren't as entertaining. I realize my goal - completing the Adventure Mode. Especially as my friends left and ate all my nibbles.

**HOUR 24** I've completed 80 percent of the Adventure Mode and still not unlocked any secret racers. Instead of sleeping, I grab more CTR coins. This finishes me off.

**HOUR 18** I challenge the cheap Nitrous Oxide. I beat him and realize the scope of the Adventure Mode. My mind snaps. I giggle.





**COCO FRISKIES** The female racer, Coco, is light, fast and similar to Princess Peach.

To complete the profusion of features and modes of play, *Crash Team Racing* also supports a two-to-four-player mode. Despite the cut-down graphics, with less detailed scenery and less polygonal structures to the levels, all three areas of multi-play are both convivial and combative. They instill the same feeling of fun that Nintendo owners have had since their plumber graduated from drains to driving. The more devastating power-ups still appear to those in last place, and the thrill of four gamers squaring off against each other, all squinting at their corner of the screen has never been fully exploited on the PlayStation. Until now.

So the antipodean marsupial has finished clambering over platforms, has he? Well, there's only so far that the "action platform" genre can go, at least, on this system. Better for Sony to take their red-headed moneymaker and fasten him to a 100-cc cart with his friends, foes, and new wacky characters. Fortunately, this plan didn't backfire. Apart from some initial reservations on the sacredness of previous carting games, we came to the realization that if you cram in as many games as you can, maintain great control, instill an immedi-



**DREAD ZEPPELIN** Racing on this skyway, you'll notice extra graphical touches (like huge airships) and massive air ramps.



**PIPE DOWN** Dingodile's second home is the sewer, but this doesn't help him in the muddy effluent as Crash and Cortex zip by.

ate but gradual learning curve, and reward the gamer with worthwhile prizes as the game progresses, you end up with one all-encompassing racing title that almost betters those it seeks to imitate. If we were Nintendo, we'd be seething: This is the next step in the evolution of the cartoon-racing genre.

- David Hodgson



## Crash Worship

Paul Semel talks to Devo's Mark Mothersbaugh and Josh Mancell.

**Besides all the *Crash* games, you've done music for movies and TV shows. How does scoring a video game differ from scoring a film or show?**

It's totally a different animal. With TV shows you have four or five days, [but] with a game, you have a longer arc of three or four months. So there's more time to think about it.

**Do you plan to release any of your video game scores on an album?**

Well, we actually own all the rights to the music we've done for *Crash Bandicoot*, and Josh and I have been figuring out how we want to release albums. We're thinking that rather than just release it straight, we'd like to have remixers involved.

**A *Crash Bandicoot* remix album?**

Exactly. We'd like to get DJs, especially ones that play games, to take some of the stuff we've done and twist it.

**Devo has gone from being musical artists to multimedia artists. Do you think there's any bands today that could make that transition? Like Primus for example.**

Oh yeah. I think, in some ways, there's a similar kindred spirit with what we're about and what I perceive Primus to be about – though I don't know them, really. I also like Ween, and think whatever media they got into, that they'd bring fresh air to it.

**Any upcoming games can we expect to hear your music in?**

Actually, we've been approached to work on music for some theme park rides. But we don't have any games on the slate right now.

*For more with Mark, check into [www.incitegames.com](http://www.incitegames.com)*

## The Verdict

### HOW THEY COMPARE

#### ■ CRASH TEAM RACING

More longevity than Rob Hope and twice as much fun to play with, this delivers top Nintendo-style cartoon racing thrills.

#### ■ MOTOR TOON GP

Winged characters, but less projectile battling from *Graffiti Turismo*'s creators.

#### ■ SCARS

Strange animal-inspired vehicles chug around challenging landscapes.

#### ■ CHOCOBOS RACING

The smallest, illegitimate little brother of *Crash Team Racing*. Square's low point.

#### ■ STREET RACER

Elated Super NES Mario Kart clone. Up to eight squinting gamers can multi-play.

### GRAPHICS

■ No pop-up, bright cartoonish colors, great frame-rate, and some exceptional course designs.



### SOUND

■ Screeching tires, jaunty tunes from Devo, with some memorable elements, and a cacophony of sound effects.



### CONTROL

■ Karts control is quick and nimble. Powersliding and air-turbos are available, and complex maneuvers are intuitive.



## Crash Team Racing

**PROS:** Extreme fun for days at a time, numerous modes of play, graphical prowess, and extreme longevity.

**CONS:** The utter pillaging of *Mario Kart*. No attempt at innovation, all hidden in Crash's macrocosm.

### OVERALL

A nexus of exceptional graphics, control and playability. Completely derivative, but utterly absorbing.

**5**  
OUT OF 5



# Jet Force Gemini

Prepare to save life as we know it. Rare's new galactic adventure is Jet-packed with quality

## FACT FILE

■ DEVELOPER Rare ■ PUBLISHER Nintendo ■ GENRE Action/Adventure with heavy firepower ■ PLAYERS 1-4 or two player co-operative ■ RATING T

### GAME GLANCE

- 3 main characters
- 1 co-op character
- 1 player mode
- Multiplayer mode
- Target training mode
- Hidden sub-games
- Non-linear levels
- 70+ hours of gameplay

The Jet Force Gemini team (Juno, Vela, and a dog named Lupus) are on a mission to save the galaxy from the evil overlord, Mizar, who plans to enslave a peaceful race of fluffy creatures called Tribals. Cue an epic and lavish deep space battle of titanic proportions from Nintendo's flagship developers, Rare.

**T**hree-dimensional roaming gameplay is in full effect as you assume one of the three main characters, beginning with Juno, and proceed to charge around massive spaceships, planet landscapes and fortresses trying to save, and not inadvertently kill, the teeth-grindingly cute Tribals. Mizar's ruthless army of bug soldiers has other plans, leading to constantly ranged combat through hordes of enemies to reach a final confrontation with Mizar himself. Remember: The only good bug is a dead bug. Make it happen, soldier!



**BUG OUT** Juno and Floyd stumble across a totally pissed off giant bug. Not good.

Proceed to charge around massive spaceships, planet landscapes and fortresses



**VELAED THREATS** As a small hover-droid named Floyd lays down suppressing fire, Vela displays her fast rate of fire. The location? An alien ice-pond deep in Mizar's territory.

Once you've figured out the initially bewildering control, there's a non-linear approach to the gameplay that creates an experience much like a movie built by you, the player. Locate keys, zap bugs into goo, and rescue Tribals, then return to levels with a newly acquired weapon should you wish. Graphically, *Jet Force Gemini* is a smooth, colorful game with excellent character design and environmental structure, but it is let down by some noticeably blurred textured scenery. Music is suitably spaced-out and ambient, with complimentary Dolby Surround sound with widescreen presentation for those seeking a more grandiose element to their *Starship Troopers*-style bug-squishing.

In addition to the polished gameplay, a full compliment of weapons, a two-player co-operation mode involving one player controlling a robot called Floyd, who simply acts as a mobile assault cannon, and an absorbing *Goldeneye*-style multi-player deathmatch (complete with labyrinthine levels) round off the numerous extras you'd expect from Nintendo's premier developer. *Jet Force Gemini* is the gaming antithesis of *A Bug's Life* and deserves a recommendation for this reason alone.

- Bryn Williams

## The Verdict

### HOW THEY COMPARE

#### ■ GOLDENEYE 007

Bond-related mayhem with unbelievable replay value, especially with friends.

#### ■ JET FORCE GEMINI

Exceptional Rare gameplay, excellent storyline and great visuals. Not quite *Banjo Kazooie*, but close.

#### ■ TURK 2

Beautiful game design with some dreadfully rushed execution aspects.

#### ■ WINBACK

Stealthy gameplay and lots of exciting, brainless (and non-bloody) carnage.

#### ■ SHADOW MAN

Scary voodoo plotline with equally fear-filled gameplay flaws.

### GRAPHICS

■ Stunning use of colors and great level design, but some classic N64 blurred textures taint the overall enjoyment.



### SOUND

■ Superb atmosphere but little in the way of truly memorable sound tracks. Funky futuristic weapon sounds.



### CONTROL

■ Tight control with *Goldeneye* and *Turok* elements are daunting to memorize, but soon become second nature.



## Jet Force Gemini

**PROS:** A new angle on the 3D action/adventure theme, with excellent multi-player pandemonium.

**CONS:** The sheer size of the game is a little off-putting, and some graphical elements could have been cleaner.

### OVERALL

The Gemini twins and pooh form a cool team in a massive adventure where the action never lets up.



**DECKED OUT** Juno lights up a spacecraft's cargo deck with bug blood.

# Virtua Fighter 3tb

Deeper than Donald Trump's pockets, and more dated than his hairpiece.

## FACT FILE

■ DEVELOPER AM2 ■ PUBLISHER Sega ■ GENRE Fighting ■ PLAYERS 1-2 ■ RATING T

### GAME GLANCE

- 2 Versus modes
- 1 Enhanced training
- 12 Characters
- 13 Stages
- 1 Hidden character
- 1 Enhanced practice mode
- 4 Team battle players per team

**Virtua Fighter 3 Team Battle** encapsulates stunning graphics, broad and unfathomably deep gameplay and a wide range of fighting styles. There is no better beat-'em-up on the market... If we'd been writing this in 1996.

Unfortunately, this long-in-the-tooth conversion of Japan's most popular fighting series has appeared a little too late for the home, isn't a perfectly exact port-over, and can't quite leap from the shadow that *Soul Calibur* has cast over it. Certainly, the title has its fair share of features – characters with upwards of 130 moves each, some impressive locales that include the Great Wall of China, and



**WOLF IT DOWN** Wrestler suplexes Kage the shiny-painted ninja on a Chinatown rooftop.

all the major martial arts catered to with precision motion-capture.

However, unless you're prepared to invest weeks of painstaking play learning the multitudes of strikes, counters, throws, grapples, and dodges, this game delivers little more than a retaliatory experience with you and your opponent trading blows tit-for-tat. There's no way to jump right in and shower your foe with a storm of superb-looking killing blows. Instead, you must train to the point of tedium and then return to the 3D arenas to dish out finely timed strategic damage to a friend of equal stature.

The embarrassing ensemble of severely un-hip protagonists only adds to the initial aversion. Ultimately, this is the closest gaming has come to a facsimile of martial arts (forget hit explosions). It is unique in the fact of being monotonous to many and seminal to few.

- David Hodgson



**PREYING ON THE ELDERLY** Lion practices Mantis style kung-fu on a boozy old man. Fortunately, Shun's drinking helps him attack.

## The Verdict

### HOW THEY COMPARE

#### ■ SOUL CALIBUR

Almost as many fighting moves, but quicker to learn and more spectacular.

#### ■ POWER STONE

Free-roaming, less depth and stranger characters, but instantly accessible.

#### ■ VIRTUA FIGHTER 3TB

Total Boredom, or Thrilling Brilliance? A little of both. Only buy if you're prepared to learn masses of moves and counters.

#### ■ MARVEL VS CAPCOM

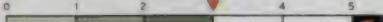
Capcom's champion of the two-dimensional gameplay of yesteryear. Passable.

#### ■ MK GOLD

Fool's gold unless you like reminiscing about fatalities of old. And we mean old.

### GRAPHICS

- Stretchy joint polygons, and some slowdown. Place two sumo wrestlers on Shun's boat; it sinks while they glitch out.



### SOUND

- Misplaced and asinine phrases by the characters you can understand. Grunts, snaps, roars and music are passable.



### CONTROL

- Thousands of perfectly controllable moves. Staggering. Buy another brain to remember all combat outcomes.



## Virtua Fighter 3tb

**PROS:** Deep, remarkable character motion, intelligent computer foes. This is the definitive martial arts simulator.

**CONS:** A less than perfect port that's graphically dated. Unappealing characters. Fun with persistence.

### OVERALL

Slow to learn, and a lesson in perseverance. Fantastic or deadly dull, depending on your free time.

**3**  
OUT OF 5



## QUICK REVIEWS

### Suzuki Alstare - Extreme Racing

■ PLATFORM Dreamcast ■ PUBLISHER Ubi Soft  
■ PLAYERS 1-2 ■ GENRE Racing



**LICENSE TO ILL** Suzuki riders on Suzuki bikes jockey for position. Uninspired?

Thanks to the power of the Dreamcast, *Suzuki Alstare - Extreme Racing* looks better than any motorcycle game ever created. But motorcycle racing is all about high speed thrills and spills; a great bike race will deliver sensations of clinging on for dear life while your tires dance at the edge of adhesion. While this game captures the look of the real thing (save for the marionette riders), it comes up short in delivering the feel. - RB

Overall

★★★

### Dynamite Cop

■ PLATFORM Dreamcast ■ PUBLISHER Sega  
■ PLAYERS 1-2 ■ GENRE Beat-'em-up



**DIE HARDER** Detective Delinger slaps the sushi out of a karate-kicking chef.

The sequel to *Die Hard Arcade*, *Dynamite Cop's* wannabe blast is nothing more than a dud. You play as one of three renegade cops hell-bent on destruction after the president's daughter is kidnapped. The fate of some intern's lovechild is now up to you as you fight through three levels of bumbling terrorists and mayhem. While the game's loaded with *Streets of Rage* style action, any buffoon could beat it in around fifteen minutes. \$50 for fifteen minutes... hmmm, sounds more like a lap dance at *Deja Vu*. - JR

Overall

★★

**"At 13,000 feet,  
your stove dies  
and you're toast.**

**Check mine out. It's super lightweight.**

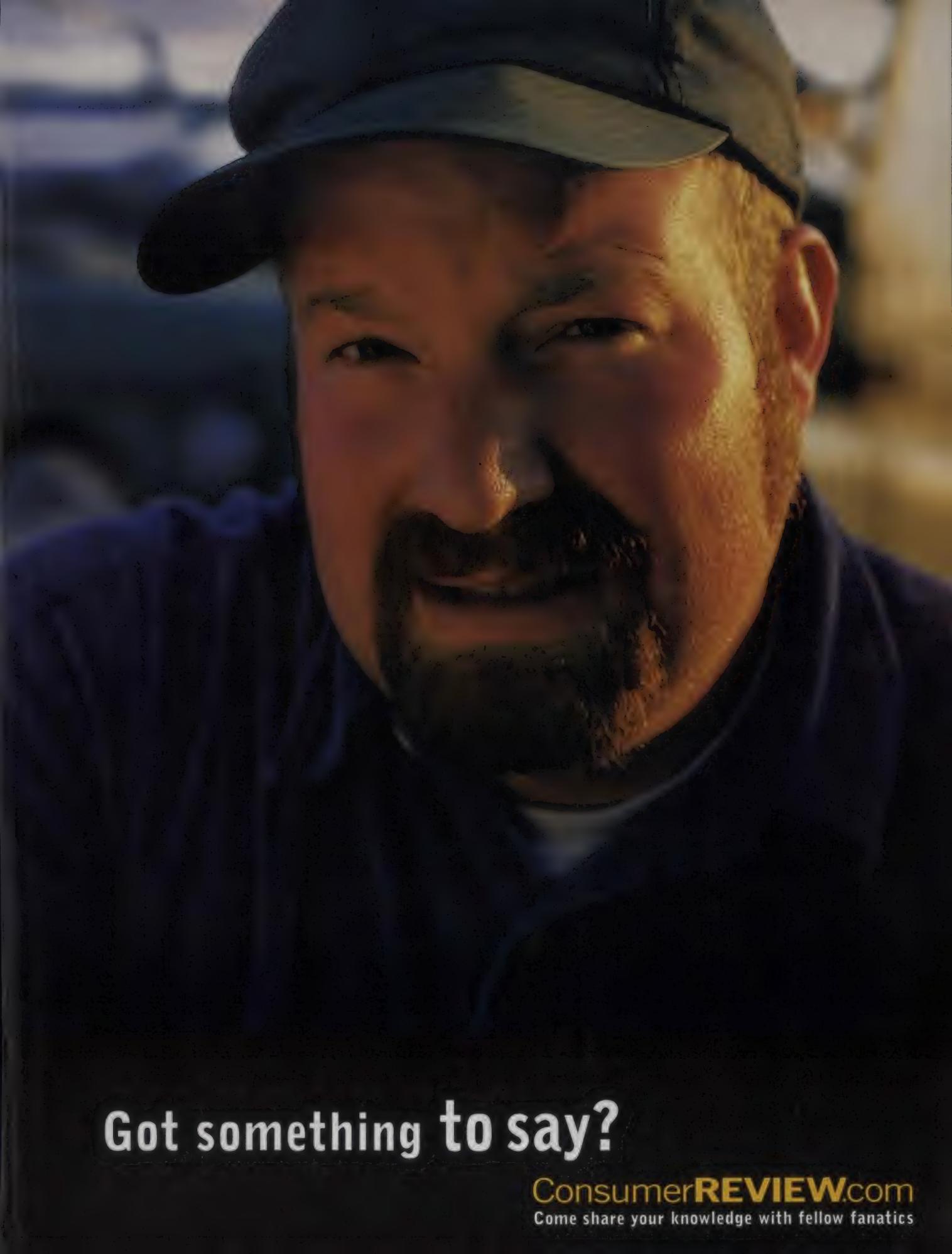
**Burns a little hot, but not too bad. It works  
great melting ice chunks for water at high altitude.**

**I'd say it's just as good as any of the turbo-jetted models,  
except when it comes to long-term simmering. Here's one trick my buddy  
showed me. First, prime the stove and burn it until it's hot. Then shut it off and  
make sure the flame is completely out. Next, remove the fuel bottle, release all the pressure,  
reconnect the bottle, pump it two or three pumps and relight it. Big improvement. You can also use the lid from a  
cookset as a defuser plate. Just put three small balls of foil between the lid and your cooking pot. Overall, it's a good stove.**

**Still, I wouldn't recommend it for beginners.**

**77**





Got something to say?

Consumer**REVIEW**.com

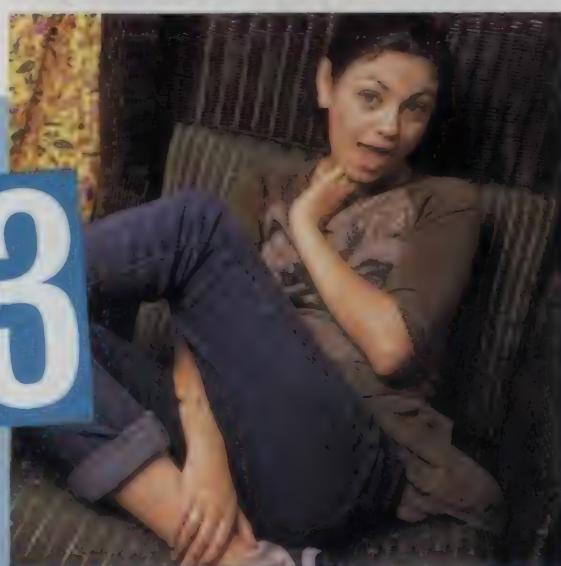
Come share your knowledge with fellow fanatics



1



2



3

**"Dude,  
you're  
toast. I'm  
gonna  
smoke  
you like a  
big, fat  
American  
Spirit  
regular."**

# 70s Games

Is there anyone better to review a bunch of updated old-school video games than the stars of the retro-sitcom ***That '70s Show***? Paul Semel shakes his groove thing.

**T**heir look was intense. Not in a *Children Of The Corn* kind of way, but like it was a matter of life and a horrible, painful death. Staring at the flashing images of Pac-Man scurrying around a maze, three of the stars of *That '70s Show* – Danny Masterson, Wilmer Valderrama, and Mila Kunis – looked as if they were involved in some intense physical contest, the results of which would shower the winner with riches, while the losers would be taunted mercilessly.

Such competitive spirit isn't uncommon for Danny and Wilmer, who spend much of the downtime on their show playing video games while Mila and cast member Laura Prepon talk about how dumb the guys are for playing games while, deep down, wishing they were too. And while the cast shows the kind of camaraderie you always think TV show casts have before you know better, being faced with the prospect of playing *Pac-Man*, *Missile Command*, and *Pong* – all of which included updated versions – brought out that kill-or-be-killed spirit. As Danny declared before facing off against Wilmer in a game of classic *Pac-Man*, "Dude, you're toast. I'm gonna smoke you like a big, fat American Spirit regular."



## Danny Masterson 1

**Character's name:** Hyde

**Age in '99:** 23

**Age in '77:** 1

**Years as a gamer:** 18

**Favorite old-school video game:** Galaga

**Favorite new-school video game:**

*GoldenEye 007*

**Systems owned:** Intellivision, Colecovision, Nintendo Entertainment System, Super Nintendo, Nintendo 64

## Wilmer Valderrama 2

**Character's name:** Fez

**Age in '99:** 19

**Age in '77:** -3

**Years as a gamer:** 14

**Favorite old-school video game:**

*Pac-Man*

**Favorite new-school video game:**

*GoldenEye 007*

**Systems owned:** Atari 2600, Sega Genesis, Sega CD, PlayStation, Nintendo 64

## Mila Kunis 3

**Character's name:** Jackie

**Age in '99:** 16

**Age in '77:** -6

**Years as a gamer:** 8

**Favorite old-school video game:**

*Mario Brothers*

**Favorite new-school video game:**

*Nagano Olympics '98*

**Systems owned:** Super Nintendo, PlayStation, Nintendo 64

# Pac-Man World

Can a small, gobbling, yellow ball and four ghosts still rock your world?



**Quest**

Game Type 1

**Mila:** I thought it was really difficult and complicated.

**Danny:** I thought it was too easy. I thought it was a game for fifteen to sixteen-year-old people who've failed their driver's tests.

**Mila:** Hey!

**Danny:** I thought the graphics were pretty dope, but overall it was a really basic, easy game.

**Mila:** It is a basic, easy game, but you get very into it because you feel sorry for the little Pac-Man.

**Danny:** Well, chicks do. Guys don't. It was fun bashing people, though.

**Wilmur:** I do have to agree that killing people with my ass kind of excited me. **Danny:** Y'know, this was kind of a rip-off of *Sonic The Hedgehog*. The way he moves — total rip-off of Sonic. But it's a good rip-off, it's fun to play.

**Wilmur:** The way Pac-Man moves and the way he kills, all of those are like Sonic.

**Mila:** Well, every game is a rip-off of something, you can't look at it like that.

**Wilmur:** The one thing I didn't like was that the enemies had weapons but Pac-Man didn't.

**Danny:** Yeah. Pac-Man needs a sniper rifle.



**Classic**

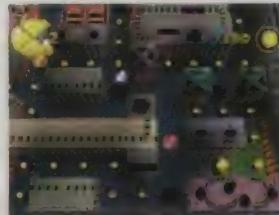
Game Type 2

**Mila:** I thought it was exactly the same as the original, except for the controls. Like, all of a sudden my Pac-Man would get stuck for a second, and the ghosts would get me.

That's why Danny got the better score. It's not because he was good, it's because I had bad luck. Though I'm sure it's just because this is the test version.

**Danny:** I thought it was phat, it's the best game I've ever played.

**Wilmur:** Nothing can beat the classic *Pac-Man*. The simpler it is, the more paranoid you get, because they're going to get faster. **Danny:** Can't beat perfection, bro. It's the original, old-school, best game ever. Besides *Galaga* of course.



**Mazes**

Game Type 3

**Mila:** I thought it rocked. That was the best game I've ever played in my entire life. And I beat two levels. It's harder and a little more complicated because you don't know where the little enemy people are. On the old-school *Pac-Man*, you can see the whole board, but here you only see them as you move along.

**Wilmur:** I think the graphics are cool, but I don't think it tops the original. The old *Pac-Man* actually made you more paranoid because you only get one chance, while in this one you lose just a piece of yourself.

**Danny:** Yeah, I thought it was kind of weak that you get four chances per dude.

And the reason that you need that is that the ghosts change directions really quick. In regular *Pac-Man*, the guys go one way and you can follow them and when they go one way, you can go the other way. But in this one, they just turn around and come get you. Plus you also can't see the whole board, so you don't know where the dudes are, and so you make a turn and there's a guy right there. It's kinda weak.

"I thought the graphics were pretty dope... it was fun bashing people."



"I do have to agree that killing people with my ass kind of excited me."



"You get very into it because you feel very sorry for the little Pac-Man."



**"Can't beat perfection. It's the original, old-school, best game ever!"**

# Missile Command

Take command of... er, missiles and save your base. Groovy.



## Classic

### Game Type 1

**Mila:** I thought it was really good. It's a very intense game. I also thought it had an old-school feeling, even though I never played the original.

**Wilmer:** I also liked it. It was simple, and the graphics were good. **Danny:** I hadn't really played this game much before, even though it was a classic, but I thought it was really fun. It gets really hard towards the end; the first two levels were easy, and then it got really good when you have to move really quick.

## Ultimate

### Game Type 2

**Danny:** I thought it was a little phatter. I like the fact that you had more playing room, and you can cruise your battleship up and down the screen.

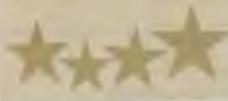
**Mila:** I thought it was a lot more difficult.

**Wilmer:** Again, I think the graphics could've been better for an updated game. But I think the whole idea was pretty interesting, it's a good idea.

"It got really good when you have to move really quick."



"I do think the graphics should've been better. The explosions should've been bigger and stuff."



"I thought it was really good. It's a very intense game."



# Pong

Take a paddle. Hit a ball. Repeat. Can you dig it?



## Updated

### Game Type

**Mila:** I thought it was very, very cool, and I highly enjoyed myself, even though it was extremely difficult and Danny was being mean and not letting me win – but that's okay.

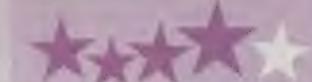
**Danny:** Pong is the s—, dude. It's definitely the best game here.

**Wilmer:** I agree. It's definitely more competitive, and it makes you paranoid.

**Danny:** Though on the "Water Sports" level, once you commit your paddle and you're going full-speed, you can't reverse directions until you hit the other wall. I thought that was a bit weak.

**Mila:** Yeah, I thought that the paddles could've been quicker.

"Once you commit your paddle and you're going at full speed, you can't reverse directions... I thought that was weak."



"It's definitely more competitive, and it makes you paranoid."



"I highly enjoyed myself, even though it was extremely difficult."



## Final Thoughts?

**Danny:** I liked classic *Pac-Man* and *Pong*, but the "Quest" version of *Pac-Man* and *Missile Command* were both cool.

**Wilmer:** Classic *Pac-Man* and *Pong* did it for me.

**Mila:** *Pong* and *Pac-Man*. They were really good fun.

See Wilmer's ass and the rest of the cast on *That '70s Show*, Tuesdays at 8:30 on Fox.

## QUICK REVIEW

**NHL Championship  
2000**

■ PLATFORM PS ■ PUBLISHER FOX Sports  
■ PLAYERS 1-8 ■ GENRE Sports



**SHARK BIT** San Jose's Owen Nolan smacks a one-timer past Dafae.

Here's an analogy for you: the debut hockey game from FOX Sports is to NHL games as the expansion Atlanta Thrashers are to established NHL teams. New, unproven, and likely to get beat.

*Championship 2000* isn't really such a new kid on the block though. Developed by Radical Entertainment, makers of *PowerPlay '98* and the ill-fated *ESPN National Hockey Night*, FOX's first effort is the best looking hockey game of the year, with a slick, very TV-like presentation. There are plenty of moves, from poke-checks to redirections, and even separate buttons for wrist and slap shots. Computer AI is also a strong point – players, especially defenders, are usually where they're supposed to be, which can't always be said for *FaceOff* and *NHL 2K*. We actually saw a computer-controlled defender lay his stick down on the ice to break up a pass and foil a two-on-one. That's got to be a video game hockey first.

But *Championship 2000* has one huge problem. Speed. As in, there isn't any. On Rookie and Pro levels, a game of lawn darts has more heart-pumping action. On All-Star, things get a little better, but not enough. The extra features are all in there, but the gameplay isn't. - DL

**Overall** ★★



**TOTAL CARNAGE** The ice is always littered with bodies when the Flyers play.

**NHL 2000**

Is EA's perennial hockey champ still hungry enough to win it all?

## FACT FILE

■ DEVELOPER/PUBLISHER Electronic Arts ■ GENRE Sports ■ PLAYERS 1-8 ■ RATING E

## GAME GLANCE

- 28 NHL teams
- 18 International
- 4 All-Star
- 4 Difficulty levels
- Season/playoff/tournament mode
- Big hits/dekes
- Icon passing
- Dual shock

**EA's hockey franchise gets a make-over. And left/right spin moves, more taunts, a Big Hit and a Big Deke button. Dynasty, baby! [insert big deke joke here]**

**A**nother great hockey game from EA. You'd think maybe they'd release a bad one some time, just to keep us on our toes. But no. They're like the Detroit Red Wings of the video game world, except they don't choke against Colorado.

This year brings a bunch of new features, but the biggest difference is the pace – this game's fast. Too fast. Forget about artful neutral zone passes, you'll be crushed if you don't keep things moving. You'll be crushed anyway, but at least the puck will be out of your zone.



**TWO ON ONE** Patrick Elias goes for the wrist on a breakaway against Ottawa.

Most of *NHL 99*'s flaws, namely the superhuman goalies and incessant two-line pass/offsides calls, are fixed, although computer teammates still love to wander offsides after a faceoff. The one-timer is back, which is great until you're playing defense and realize it's almost impossible to block a centering pass.

Other additions include the Big Hit button and the Big Deke, which is stick handling magic for those one-on-one moments. Get the deke down and you'll score so many goals the mullet will seem like a viable haircut. You've also got your left and right spin moves, a last-man-back button, and a selection of annoying taunts, which are fun for about three seconds and then, suddenly, aren't fun at all.

*NHL 2000* is great for a late night with the guys and some Molsons. But the perfect hockey game is still out there....

- Demian Linn



**WING NUTS** Hey Hull, little help? The Wings are still ranked number one – maybe EA missed last year's playoffs.

## The Verdict

## HOW THEY COMPARE

■ **NHL 2000**

Flawed, but still the best game in town. If EA's NHL series was a hockey team it'd be the 84-88 Oilers.

■ **NHL FACEOFF 2000**

A more arcade-style take on hockey that won't satisfy NHL junkies.

■ **CHAMPIONSHIP 2000**

The newest contender has loads of potential, but slow speed spoils the fun.

■ **PONG**

Sort of like hockey. Except with no ice or players. Or anything else. Loved it.

■ **NHL BREAKAWAY 98**

Bad graphics and bad gameplay come together to make a bad game.

## GRAPHICS

■ Plenty of player and goalie animations, and a good frame-rate, but not a whole lot of detail in the player models.



## SOUND

■ Color commentary and the general arena announcements are funny, but get old. After-goal taunts still a bad idea.



## CONTROL

■ It's hard to find enough open ice for fancy footwork, but the big hits are a blast and the deke has its moments.

**NHL 2000**

**PROS:** Hockey on amphetamines, heavy on the action and with tons of different ways to score.

**CONS:** Defensive play isn't rewarded. It's tough to intercept passes or tie up your man in front of the net.

**OVERALL**

New features add some depth to gameplay, but some of the finesse is gone. Still our MVP though.

**4**

OUT OF 5



# NHL FaceOff 2000

Last year's second place finisher is back. We drop the puck and get it on!

## FACT FILE

■ DEVELOPER Sol Works ■ PUBLISHER 989 Sports ■ GENRE Sports ■ PLAYERS 1-8 ■ RATING E

### GAME GLANCE

- 28 NHL Teams
- 8 International
- 2 All-Star
- 3 Difficulty levels
- Season and play off modes
- Icon passing
- Dual shock

Sony's 989 division calls in the big guns for its latest hockey title. But will it be enough to topple EA's NHL franchise?

**R**ed Wings coach and human enigma Scotty Bowman helped tweak gameplay this year, with some good results. On offense your boys are usually in the right place at the right time, especially on the powerplay — with a man advantage your back two will set up at the point for the big slapshot, while forwards work the boards.

Unfortunately, your defense is far less reliable, often hanging around the wrong side of your own blue line and giving up way too many breakaways. Defenders aren't much help even when they're in position —



**TWO WAY PLAYER** Sergei Samsonov steals the puck from Kasparaitis deep in the defensive zone. Who knew he could play D?



**TEE IT UP** this slapper's going topshelf on the Penguin's Barasso.

with no hooking or shot blocking options the D just skates around, hoping to run into somebody, except on All-Star; then the computer players clock your guys before they even get a chance to touch the puck, with no interference call.

Bottom line: the double-ought iteration of 989's hockey franchise is still a couple strides behind EA's NHL 2000.

- Demian Linn



**OLD TIME HOCKEY** Kevin and Jason exchange pleasantries at center ice.

## The Verdict

### HOW THEY COMPARE

**NHL 2000**  
Despite being too quick for its own good, EA's NHL 2K still wins the Cup.

**NHL FACEOFF 2000**  
Pretty good AI and the game moves at a realistic pace, but no hook or block shot options will leave sim fans cold.

**CHAMPIONSHIP 2000**  
FOX's take on the NHL looks spectacular but doesn't have the gameplay to match.

**PONG**  
Pong baby, Pong! Ever hear of it? It's hockey-ish, if you squint.

**NHL BREAKAWAY 98**  
The other PS hockey franchise has been AWOL since good old 1998. It shows.

### GRAPHICS

■ Realistic player faces and lots of different goalie saves, but players look chunky and need more skating animations.



### SOUND

■ Decent color commentary, rink music, and the usual palette of hockey sounds (slapshots, general grunting, etc.).



### CONTROL

■ Players don't stop and start realistically, and a limited number of moves gives the game an arcade feel.



## NHL Faceoff 2000

**PROS:** Offensive and powerplay AI is potent, lots of ways to score goals, realistic pace.

**CONS:** Nobody's home on defense, no hook, poke check, or block shot options, not the prettiest.

### OVERALL

A mixed effort. Good speed, but some features missing. This still doesn't quite move or feel like real hockey.

**3**  
OUT OF 5



## NHL FaceOff with Tony Amonte

We talk games and motion with the Blackhawks' right-winger

Tony Amonte (above right, with goalie Nikolai Khabibulin), one of the fastest skaters in the NHL, takes his games very seriously. Both on and off the ice. We caught up with him during an *NHL FaceOff 2000* motion-capture session to talk about video game hockey, ex-teammate Chris Chelios, and the no longer top-secret "beanpod" deke.

How long have you been playing Hockey video games?

I started when I turned pro [in 1991]. I'm not a great goal scorer in *FaceOff*. In fact, I find that I don't get goals when I play as myself in the game. What I love to do in this game is practice all the things that I don't do in the NHL, like fighting and checking. Do your teammates play games in the locker room?

Chelios was always playing *NHL FaceOff*. He has two sons and he had a PlayStation at his house and in the locker room (Chelios was on the box art of *NHL FaceOff '99*). Reid Simpson and a lot of the younger, single guys play video games as soon as they get home from practice.

What was it like doing motion-capture for the game?

It wasn't as much skating as I'd expected. They captured a lot of my basic moves and my "beanpod" move that I use on breakaways. Dirk Graham taught it to me a few years back. You score every time you use it.

- interview by John Gaudiosi

# Donkey Kong 64

Super-developer Rare brings Donkey Kong back to the big stage, and, like DiCaprio, this time he's got a posse.

## FACT FILE

■ DEVELOPER Rare ■ PUBLISHER Nintendo ■ GENRE 3D Platform Adventure (think: Banjo Kazooie meets the DK bunch) ■ PLAYERS 1-4 ■ RATING E

### GAME GLANCE

- 200 Gold bananas to find
- 109 Special moves
- 8 Levels
- 5 Playable chimps
- Loads of mini-games and bonus stages
- Ape deathmatch
- Expansion pak included



**Blueberry bananas? Over-the-shoulder pineapple launchers? It's all here in one of the biggest and best 3D platformers ever. And if you don't like it, talk to the big chimp because we don't want to hear it.**

There's something compelling about monkeys. They may look cute, but you know they'd swear like sailors if only they'd been lucky with the vocal chords. Outfit them with some appropriately primitive weaponry, like, say, a nice, big-bore coconut gun, and not only do you have Homer Simpson's greatest fantasy, you've got a good game on your hands. Now add Donkey Kong, four of his closest primate pals, and a little Rare magic, and it's easy to see why *Donkey Kong 64* is the big N's hairy great white hope for the Christmas season.



**CHUNKY MONKEY** Judging from Chunky's ear-to-ear grin, there's nothing this Kong likes better than running down a bat-filled corridor. Check out those cool lighting effects.

## Introducing the Donkey Kong Krew

What does Diddy do after-hours? Has Tiny let fame go to her head? And haven't we seen Lanky somewhere before? We reveal all.

### DONKEY KONG



You may remember him from such games as the original *Donkey Kong* and *Donkey Kong Country 1-3*. Not the sharpest tool in the shed, but the word "quit" is not in his vocabulary. Then again, neither are any other words in the English language. Except "ook."

### DIDDY KONG



When young chimp-about-town Diddy isn't swanning around in his stunt plane, go-kart, or personal hovercraft, he's running with a rough PETA crowd, "liberating" fellow chimps from research labs and splashing fake blood on fur-wearing supermodels.

### TINY KONG



New to the high-profile fame, celebrity and decadent lifestyle that comes with being a video game star, Tiny keeps it real by going to Phish shows, making her own clothes and landscaping her five-acre Palo Alto estate.

### LANKY KONG



Hollywood veteran Lanky has been there and back again. As a child star, Lanky played the part of "Bear" in the smash hit TV series *Bear and the Bear*. When the show was canceled in 1981, Lanky hit rock bottom. But now he's clean, sober and taking it one day at a time.

### CHUNKY KONG



It's a little known fact, but the Pet Shop Boys hit *Opportunities*, which includes the chorus, "I've got the brains, you've got the brawn, let's make lots of money," was actually about Chunky Kong. Chunky being the brawn in the equation. Nice outfit, by the way.

**Pet Peeves:** Princesses who think they're too good to go out with gorillas  
**Weapon:** Coconut Gun  
**Instrument:** Bongos  
**Special Skill:** Barrel Throwing

**Pet Peeves:** People who don't use turn-signals, oil slicks  
**Weapon:** Twin Peanut Six-Shooters  
**Instrument:** E-Guitar  
**Special Skill:** Certified Notary Public

**Pet Peeves:** People who mistake orangutans for chimps  
**Weapon:** Grape Gun  
**Instrument:** Trombone  
**Special Skill:** A demon on the pommel horse



**SWIMMIN' WITH THE FISHES** What would a 3D platformer be without swimming? Horrible, that's what. Especially as the water in this cave system is so pretty and full of fish.

Might as well believe the hype too, because *Donkey Kong 64* delivers. If you dig adventure games and don't mind a little cuteness, this game will keep you occupied for days. This is the first N64 title that requires the Expansion Pak (bundled with the game, which helps explain the \$69.99 MSRP), and Rare has used the extra memory to create absolutely enormous levels, rather than go for the highest res graphics possible. Not to say that the game cuts corners in the looks department; this game is even nicer than *Banjo Kazooie* and packs in striking lighting effects.



**WHEN MONKEYS FLY** Diddy's got a jetpack and he knows how to use it.



**BRAVE SIR LANKY** Discretion is the better part of valor as Lanky turns tail and runs.

But the game's depth will keep you interested for the long haul. Donkey Kong is the only playable character at first, but you'll soon unlock (literally — they've been imprisoned by that evil Kaptaun K. Rool) the rest of the DK crew: Diddy, Tiny, Lanky and Chunky. Along the way you'll earn cash to buy weapons (each Kong packs a different brand of heat), various musical instruments, which can be used to open up other areas in the game, and potions to increase strength, vitality, and other attributes.

As you wander through the huge levels you'll come across areas that can only be accessed by a certain Kong, so you'll have to switch characters throughout the game in order to proceed. Each member of the crew needs to find five gold bananas in each level before moving on, so a little multiplication reveals that there

If 60-70 hours of addictive gameplay isn't enough, the original *Donkey Kong* arcade game is buried in there



**KILLA GORILLA** Chunky does the honorable thing and pegs a Kremlin in the back.

are 200 bananas secreted away behind locked doors, waterfalls, or at the finish line of the various mini-games and bonus stages.

And if 60-70 hours of addictive gameplay isn't enough, the original *Donkey Kong* arcade game is buried in there somewhere, plus four-player deathmatch and arena (think *Super Smash Brothers*) modes. So if that doesn't give you your chimp fix, you're just insatiable. Also, please note that we did not, at any point in this review, claim that you would "go ape." Although we're not ruling it out.

- Demian Linn



**DK AND GOLIATH** Look at that coconut gun go as Donkey Kong faces off with the first boss.

## The Verdict

### HOW THEY COMPARE

#### SUPER MARIO 64

*DK*'s great, but hey, it's a me, Mario. There's no messin' with the classics.

#### DONKEY KONG 64

Huge levels, peanut guns, electric guitars, cranberry-flavored bananas and lots of monkeys. What's not to like?

#### BANJO KAZOOIE

*Banjo*'s lush visual style and innovative gameplay paved the way for *DK64*.

#### RAYMAN 2

Graphically stunning, this is the toughest of the bunch, with ingenious puzzles.

#### MYSTICAL NINJA 64

Surreal, featuring an effeminate old man. Hardcore *Goemon* fans only, please.

### GRAPHICS

Think *Banjo Kazooie*'s vibrant visuals but with bigger levels and cooler lighting effects, thanks to the Expansion Pak.



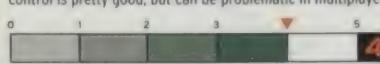
### SOUND

Plenty of character, action and weapon sound effects, and music that changes according to your environment.



### CONTROL

Lots of moves and special attacks, and the camera control is pretty good, but can be problematic in multiplayer.



## Donkey Kong 64

**PROS:** Amazing environments, tons of secrets and mini-games to keep you interested. And the original DK arcade!

**CONS:** Sprawling levels might frustrate those with a short attention span, may be too cute for some.

### OVERALL

Very deep, full of secrets and hours of gameplay. One of the N64's top titles. Did we mention the monkeys?

**5**  
OUT OF 5



# Metal Gear Solid - VR Missions

Can't get enough tactical espionage? You will after Solid Snake's next outing....

## FACT FILE

■ DEVELOPER Konami Computer Entertainment (Japan) ■ PUBLISHER Konami ■ GENRE Action with stealth espionage elements ■ PLAYERS 1 ■ RATING M

### GAME GLANCE

- 300 Levels
- 10 Mystery Levels
- 2 Playable characters
- 8 Weapons
- 3 Ninja Missions
- 3 Training Modes
- No PocketStation support

Tormenting Solid Snake with a suicide mission deep in freezing Alaska wasn't the final test for Hideo Kojima's hero. The star of *Metal Gear Solid* has 300 virtual reality missions to complete before he succumbs to the Fox-Die virus. But the real question is: do you have the will-power to succeed in this virtual boot camp?

Those who've played *Metal Gear Solid* know exactly what this add-on pack delivers – level upon level of cerebral and conniption-inducing gameplay set against the

subtly mutating colors of freaky *Tron*-style backdrops. Those who haven't encountered Solid Snake before should seek out his previous PlayStation engagement, play it thoroughly and return here for further enjoyment. And suffering.

The most vexing portion of *Metal Gear Solid*, the VR Training Mode, has spawned a monster. This beast starts off tame, allowing the unwary to romp through a few easy missions – sorties such as sneaking up to an enemy and strangling them silently before continuing to a checkpoint. Then the tension builds



**PLAYING KETCHUP** Psycho Mantis' chamber is the setting for a classic "whodunnit."

in the Sneaking and Weapons Mode. Gaining proficiency with the FA-MAS rifle, you learn to run and fire through glass windows while expending precisely the necessary number of bullets. Of course, half a dozen or so other pieces of firepower need to be mastered....

When you finally move on to Advanced Training, your mind is guaranteed to snap, as the true nature of *VR Missions* is revealed. Undulating terrain, terribly restrictive time limits, and highly intelligent Genome Soldiers thwart you at every turn. Fire a Nikita missile, and control it through upward-sloping tunnels and mid-air changes of direction before shattering orange gems high atop a platform. Crazed exploits just like this are guaranteed to send gamers into dumbfounded dementia, but the finale of the Special Missions make this fraughtness more than worthwhile. This is a full extension of *Metal Gear Solid's* sub-game, and a must-buy for Solid Snake fans craving a total mental workout.

- David Hodgson



**GREAT BALLS OF ECTOPLASM** The game culminates with three controllable Ninja missions, complete with stealth technology, psychic force balls, and a really pointy weapon.

Undulating terrain, terribly restrictive time limits, and highly intelligent Genome Soldiers thwart you at every turn

## The Verdict

### HOW THEY COMPARE

#### ■ METAL GEAR SOLID

Fully realized 3D environments and an epic story deliver thrill-a-minute action.

#### ■ RESIDENT EVIL 2

Stuffy backdrops and zombie killing. A little more fun than *VR Missions*.

#### ■ MGS - VR MISSIONS

More of an add-on than a fully-fledged game, and no connected story, diminishing the intense experience.

#### ■ SIPHON FILTER

The less muscular little brother of *Metal Gear Solid*. Entertaining stealth exploits.

#### ■ TENCHU

Sneaking Ninjas and quirky enemy intelligence in a pop-up ridden feudal Japan.

## Metal Gear Solid - VR Missions

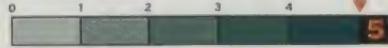
### GRAPHICS

- The outstanding graphics of Hideo Kojima's masterpiece against a *Tron*-style backdrop. Impressive, but reused.



### SOUND

- Instantly familiar tunes and spot effects. They should be; you'll have heard most of them before in *Metal Gear Solid*.



### CONTROL

- Once the subtle moves are learned (such as running and firing together), Snake is smooth and easy to manipulate.



- PROS: The lengthy completion time and extremely taxing puzzles are great for improving reflexes and decisions.

- CONS: Disparate elements, less extras than the import (like the full game), and a little monotonous.

### OVERALL

A great add-on, and a worthwhile stand-alone product for those seeking more Solid gameplay.

**4**

OUT OF 5



**CHAIN SMOKING** Accurate blast radii on volatile gems make explosions a certainty.

# Rayman 2: The Great Escape

A little 'armless French fun that doesn't require tongue.

## FACT FILE

■ DEVELOPER Ubi Soft ■ PUBLISHER Ubi Soft ■ GENRE 3D Platform ■ PLAYERS 1 ■ RATING Everyone

### GAME GLANCE

- Rayman returns
- 128 megabit cartridge
- 3D graphics
- 13 environments
- 45 areas
- Helicopter hair
- N64 Expansion Pak support

**What do you do when the essence of the universe has been smashed by a band of marauding pirates? Well, if you're French like Ubi Soft, you cook up a limbless Lilliputian to save the day.**

**R**unning, jumping, and stomping about are the absolute essential staples of a platform game, but the number one ingredient is invariably a tasty mascot. But what is it about a hedgehog, a bandicoot, or plumber, that makes the concoction palatable? Apparently, the French don't know, but being French, they don't care either.

In addition to being devoid of arms or legs, Rayman lacks any discernible personality. The closest



**RAY OF LIGHT** Aside from climbing, shooting enemies is also part of the plan.

thing to an emotional response he elicits is akin to the morbid fascination inspired by the likes of Barney the Antichrist and the TeleSatans. Children will inexplicably love Rayman, but all others should fear for their very souls.

So how does *Rayman 2* warrant a four-star rating? Quite simply, this game dazzles with its visual acuity. Its unique palette of hand-drawn textures makes for one of the most vibrant and visually stimulating games ever to grace the system.

Unique moves like helicopter hair and the swinging loop-de-loop offer a fresh take on a familiar formula. But be forewarned, gameplay balance is a problem at times. There are levels that prove to be infuriatingly difficult. Gamers who persevere through these moments, though, will be rewarded with one finely crafted platform game.

- Roger Burchill



**HANG TIME** Rayman never lets physical limitations keep him from his objective, which is to not singe himself on flowing lava.

## The Verdict

### HOW THEY COMPARE

#### ■ SUPER MARIO 64

The Godfather of platform games. It's an offer you can't refuse.

#### ■ BANJO KAZOOIE

All you need is four chords and the truth, and a banjo playing bear.

#### ■ RAYMAN 2

Visually impressive, great platforming and fiendish level design. They get Jerry Lewis, we get Rayman. It's a deal.

#### ■ GLOVER

Ever wonder what happened to Michael Jackson's other glove? Neither do we.

#### ■ A BUG'S LIFE

Even Disney doesn't have enough money to make this a good game.

## Rayman 2: The Great Escape

### GRAPHICS

■ The ubiquitous fogging effect of N64 games has been burned off to reveal huge levels with majestic views.



### SOUND

■ Rayman's strange, cultural mantras suggest that mushrooms were utilized while cooking up this recipe.



### CONTROL

■ Admirably precise, but ill-timed camera movements occasionally lead to disorientation and mishaps.



### PROS:

Head-turning good looks, a fist full of Rayman signature moves, and French weirdness.

### CONS:

Levels of eternal damnation, Personality Deficiency Syndrome, and French weirdness.

### OVERALL

Technically superb, the unrelenting elements reveal why France and sadomasochism are synonymous.



## QUICK REVIEWS

### Grandia

■ PLATFORM PS ■ PUBLISHER Sony  
■ PLAYERS 1 ■ GENRE RPG



**TANTALIZING TOWNS** Rotating cameras allow views of cities from any angle.

*Grandia* harks back to a time when games didn't need an hour of FMV to be memorable. The latest title from the creators of *Lunar* delivers an epic and incredibly fun tale of adventure that revolves around a young explorer who must confront his corrupt government in a *Final Fantasy*-style quest. Of course, the fact that *Grandia* also has an exceptional and dynamic 3D graphics engine, beautiful music, and an innovative turn-based combat system doesn't hurt. Any fan of "traditional" RPGs should hunt this one down.... - RL

Overall



### Final Fantasy Anthology

■ PLATFORM PS ■ PUBLISHER Square/EA  
■ PLAYERS 1 ■ GENRE RPG



**PUFF DADDY** The FFV dragon makes his first appearance in FMV form...

Nearly five years. That's how long we've had to wait for an English version of *Final Fantasy V*, but now it's finally here. Packaged along with the classic *Final Fantasy VI* (originally known as *Final Fantasy III*) and a much-appreciated music CD, the PlayStation re-release of these SNES titles have been infused with high quality FMV and a few new music tracks. Sure, the in-game graphics pale by today's standards (check the back of the box before buying), but the involving stories and classic RPG gameplay are still top notch. - RL

Overall



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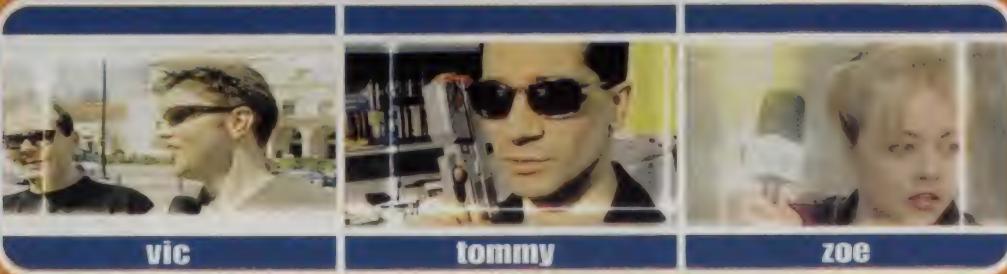
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**CHEATS & TIPS****GAME BUSTING CODES!****AEROWINGS**

**Unlock all planes:** Squeeze both triggers simultaneously at the main menu screen, before you hit Start. You will have access to all planes in the game, including the dolphin and the dune buggy.

**GAME SHARK CODES!****APE ESCAPE**

**Infinite lives:**  
800F448C 0064

**Infinite health:**  
800EC2C8 0005

**End level by catching one monkey:**  
800F44B6 00CE

**Get all gadgets:**  
DOOF51C4 0003  
300F51C4 00FF

**Moon Jump:**  
DOOE5478 0008  
800EC23E 0008

**TRY THIS OUT!****Dino Crisis**

**New Costumes:**  
Beat the game in under eight hours and get new costumes for your second time through.

**GAME BUSTING CODES!****HYDRO THUNDER**

**Four second boost at the start:** Hit the brakes on or before the "Get Ready To Race" screen. As the 3 begins to disappear, hit the gas, then, as the 2 begins to disappear, hit the brakes, then as the 1 begins to disappear, hit the gas for the boost.

**Turbo start:** Hit the brakes at the "Get Ready To Race" screen, then hit the gas as the 1 begins to disappear.

**Jump at the start:** Move the throttle into the reverse posi-

# Crash Testing for Dummies

A guide to carting, turbo boosts, courses, and item management for marsupial fans

**TURBO START**

Press down the accelerator in time to the countdown. With the rhythm implanted in your brain, press and hold the accelerator just after the last red light (when the announcer calls "one"). Your turbo meter should be three-quarters full and almost red when the green light flashes. With practice and a steady finger, this juices your cart into a flying start.

**POWERSLIDING**

When cornering at speed, press and hold R1 and you'll skid. Counter-steer (by pressing on the analog pad in the opposite way to your kid) and you'll powerslide.

**JUMP TURBO**

When launching from a jump or ramp, press and hold R1. When you land, release it and you'll turbo. Subsequent ramps can be driven off at higher speeds, allowing faster laps and the grabbing of out-of-reach items.

**TRIPLE TURBO**

When you start powersliding around a corner, your smoke will be a pearly white. As soon as it turns a thick black, hit L1 and you'll get a turbo boost. You can do this up to three times per slide and the last one will be a special power boost.

**HYPER TURBO**

If you turbo boost without powersliding (Booster Pad, Turbo Boost, etc.) and then go into a powerslide, there's a way to go even faster. Black smoke comes out of the red flaming exhaust, and if you hit the L1 button, you can get up to three turbo boosts in a row, each one as powerful as the third boost from a normal powerslide.

**JUMP TURN**

Zipping into a corner and trying for a powerslide, but not fast enough? Instead of slowing down, hit R1 repeatedly and keep bouncing around the corner.

**Lesson 1:**  
**Learn to**  
**turbo,**  
**bounce,**  
**powerslide,**  
**and use**  
**these skills**  
**to achieve**  
**the quickest**  
**lap times**

**GAME DATA****Bowling Bomb**

Coming in packs of one or three, these are slow but explode with a sizeable blast radius. With three bombs, roll one out, and detonate at any time by pressing the item button again. These roll in a straight line, and take out only one target.

**Crates**

The Nitro can be thrown in the path of an oncoming driver. Also, if a TNT crate lands, keep jumping to throw the crate off your head.

**Bubble force field**

Once surrounded by this green force field, keep it until you spot an enemy ahead. Release it – the bubble becomes a projectile which can take out nearby drivers.

**Booster pads**

Running over this series of green and black arrows allows extra speed, the moving up of places, and items floating on high jumps to be reached.

**Poison beaker**

Either the green (which slows you down if hit) or the red (which stops you from jumping as well) can be thrown forward for a projectile attack.

**GAME DATA****POWER UP ITEMS****Tracking missile**

 The ultimate in fire and forget weaponry. Great for clearing a path, you can launch a homing missile, then fire another as you pass a stalled and tumbling enemy to completely ruin his day.

**Warp orb**

 Quick, blue, and deadly, this homes in on the leader and scoops him into the air. Save this power up and launch it when you have ten or more Wumpa Fruit; that way the orb scoops every racer ahead.

**Turbo boost**

 With orange boosters blazing, you'll jet up to 140 percent of your normal top speed. Use this after (never approaching) a Booster Pad, prior to launching off a ramp, or before grabbing a skyward box.

**Aku Aku mask**

 This mask boosts visibility, allows perfect cornering, traversing of mud and water without drowning, and bumps foes out of the way if you hit them. An excellent way to gain more speed and jumping distance (especially if you need to launch for a CTR letter), this is power up to be savored. With ten fruit, it lasts twice as long - around ten seconds.

**A-Trophy clock**

 A temporal warp is perfect to try around halfway through your final lap. Speed is reduced for all racers except yourself, and victory is easy if you plan your release.

**Lesson 2:**  
Learn your  
racer's  
attributes,  
remember  
to place  
obstacles,  
and grab  
Fruit.

**MAD APPLES**

Collect ten of these multi-colored apples (known as Wumpa Fruit) to gain greater speed and more damaging weapons. Always take time out to grab single pieces and break wooden crates for five fruit.

**ABILITY**

The general rule is that the bigger the character, the slower the acceleration, the worse the cornering, and the higher the top speed. Bigger characters (like Tiny) are able to launch further

**SUPER SHORT-CUTS 1****Hot Air Skyway - SECONDS SAVED: 16**

A third of the way through the track you will hit a long stretch with a short wall and another stretch on the right side. At the end of the stretch, the track will curve down and to the left. Go down this curve, turn around and backtrack. At the top of the bump, jump off to the left and over the wall. Turn around and you'll have missed half the track.



into the air, enabling floating boxes and CTR letters to be grabbed more easily.

**HIDING THE BOMBS**

Those seeking vengeance in a multi-player battle should learn the placement of items. Put a bottle, Nitro or TNT box just after a blind corner, in the air during a ramped jump, or just behind a Wumpa Fruit crate. Also, if you're being tracked by a missile, release a box or bottle behind you just before it hits to deflect it away.

**SUPER SHORT-CUTS 2****Oxide Station - SECONDS SAVED: 14**

Right before the low-gravity section of the track, there's a hill with a booster on it. Hit the booster, jump off the top of the hill, and make a hard left. You'll fall onto another part of the track, skipping the low-gravity section completely.

**CHEATS & TIPS**

tion during the countdown, and then into the full position as the 1 begins to disappear.

**Jump and a four second boost:** Follow the instructions for the four second boost above, but move the throttle all the way into reverse when the 2 starts to disappear, then back to full as the 1 disappears.

**GAME BUSTING CODES!****HOUSE OF THE DEAD 2**

**Napalm Gun:** Score a perfect head shot on each of the three zombies (i.e.: make their heads fly off with one shot). The Napalm Gun will appear on the ground.

**One shot kills/unlimited ammo:** Play through the Training mode at 5 red star difficulty.

**Infinite credits:** Complete training and boss modes successfully.

**GAME BUSTING CODES!****MADDEN NFL 2000 (PSX)****5-yard first downs:**

Enter "POWPARNER" at the code entry screen.

**20-yard first downs:**

Enter "FIRSTIS20" at the code entry screen.

**Super speed burst:**

Enter "NO2" at the code entry screen.

**Super stiff arm:**

Enter "SMACKDOWN" at the code entry screen.

**More injuries:**

Enter "PAINFUL" at the code entry screen.

**More fumbles:**

Enter "ROLLERGIRL" at the code entry screen.

**Receivers have "sticky hands":**

Enter "MAGNASE" at the code entry screen.

Crash Team Racing Strategy continues on page 142

Continued on page 142

## CHEATS & TIPS

**Floating head mode:** Enter "TALKINGWHAT" at the code entry screen.

**Big players vs. small players mode:** Enter "MINIME" at the code entry screen.

**Unlock 4th & Incas Stadium:** Enter "QUETZLOCAATL" at the code entry screen.

**Unlock Antarctica Stadium:** Enter "XMASGIFT" at the code entry screen.

**Unlock NFL Mill. Team:** Enter "ALLTIMEBEST" at the code entry screen.

**Unlock Monsters Team:** Enter "KTHULU" at the code entry screen.

**Unlock Mummies Team:** Enter "WRAPPEDUP" at the code entry screen.



### GAME SHARK CHEATS!

#### MADDEN NFL 2000 (N64)

Press GS button for a first down:

89071B18 0001

Press GS button for a fourth down:

89071B18 0004

**Unlock Xmas Rush Stadium:** 80059199 OOFF

**Unlock 4th & Incas Stadium:** 800591AO OOFF

**Unlock NFL Mill. Team:** 800598D2 OOFF

**Unlock Mummies Team:** 800598DC OOFF

**Unlock Monsters Team:** 800598DE OOFF



### GAME BUSTING CODES!

#### MARVEL VS. CAPCOM

Play as Gold War Machine:

Highlight Zangief at the character select screen, take a deep breath, and press:

Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Down, Right, Right, Up, Up,

## Stage - POLAR PASS

**1. Figure Eight:** Make up your mind to swerve left or right. Grab the power ups and stay close to the central area, keep tighter than spandex on Anna Nicole Smith on the way out, and steer onto the Booster Pad.



**2. Multiple Jumps:** At the first gap, hit R1, and spring over to the Booster Pad, then hold R1 for an air turbo. Land at a right angle and on the track or you'll skid off.

**3. Multiple Ridges:** Hit all the jumps at top speed, build your fruit count to ten, hold R1, and stay in the air as long as you can.



**4. Shortcut:** After the tunnel, hit R1 just as you start to ascend the ridge and you'll have enough air to leap over the wall, grab a power-up, and land on the Booster Pad on the other side. You'll save three seconds.



**5. Final Jump:** Jumping the ice sheet is a big leap, and is useful for gaining places. Hang an air turbo by holding R1 and turn your cart to the left. Maximize hang time and the turbo you'll receive when you land can jettison you a couple of places ahead of the pack. Dodge, don't shoot the seals.



**Rough handling in the cold, but a shortcut and a huge cliff leap should warm you up a little.**

## TRACK TIPS

### Papu's Pyramid

Beware of the man-eating plants: drive over their root system and you're finished.

### Dragon Mines

The old mine carts have a nasty habit of flattening you, so dodge them.

### Polar Pass

Stick to the center of the track, and don't jump on the stepping stone section – your momentum will carry you over.

### Cortex Castle

A difficult track, lots of turrets and drawbridges to dodge, plus spiders that attack from above.

### Tiny Arena

Watch out for the areas of quicksand and mud – this is the preferred track to practice the air turbo and powerslides.

### Hot Air Skyway

Thin with a long drop. Watch the edges, and air turbo over the ramps. Note the other huge shortcut.

### N' Gin Labs

Judge when the huge barrel will fall and scoot in and out for the two Booster Pads if you're feeling reckless.

### Crash Cove

Look to the pirate ships for extra pick-ups and bonuses, and note the shortcut just after the first wooden ramp. Hit the water and launch yourself upwards onto a grassy bank. Ignore the first ship unless you're after the letter "T".



**CHEATS & TIPS****GAME BUSTING CODES!****MORTAL KOMBAT GOLD**

**Cheat Menu:** Press Up, Up, Down, Down, Left, Left, Right, Right at the title screen. Press Start after you hear "Outstanding!" Hold both triggers down to display the cheat menu. Cheat menu options include:

**Easy endings:** Win one round to see your character's ending.



**Fatal 1 (HP):** After winning a match, press High Punch to perform your character's first fatality.



**Fatal 2 (LP):** After winning a match, press Low Punch to perform your character's second fatality.



**Pit fatal (D + HP):** After winning a match, press Down and High Punch to perform a Pit fatality.

**Danger:** One hit ends a match.

**Kombat Kode (1 - 30):** Performs different cheats, depending upon the number you select.

**GAME BUSTING CODES!****THE NEW TETRIS**

**Haluci psychedelic screen:** Choose Haluci for your music and begin a game, using "HALUCI" as your name. (Note: the only way to end the mode is to turn off the console).

# One shot, one kill

Stealth operations taking a turn for the overwhelming? Let us plan your action....

If *Winback* and *Metal Gear* had a fight, it would end in a Tarantino style stand-off where both games end up shooting each other and neither one actually wins. Speaking of winning....

**Movement  
SLOW AND QUIET**

Take your time to get through each of the levels as you will need to get as close to the enemies ahead as possible before taking them out. This will require a little time and patience.

**DUCK AND COVER**

Although you move a little slower (and look a little dumber), crouching while walking is the best way to move as you will avoid being spotted. Crouching will also allow you to hide behind crates.

**ROLL UP!**

Rolling is a useful tactic of moving to different vantage points when taking on a number of enemies. Not only does it get you there a little quicker, but it's also a lot safer than running through a crossfire and hoping for the best.

**Gunplay  
TRIGGER HAPPINESS**

Your enemies are not (totally) stupid; they will duck for cover if you just stand there and spew bullets at them. They will then wait for

your clip to run empty and blast you. The best way to take out enemies is to come out from behind your hiding place, fire off a couple of shots and spin back to safety. Repeat this process until all of the enemies are dead. It may take a little time, but you're less likely to become Swiss cheese this way.

**DEAD MAN'S CLICK**

The last thing you want to hear during a gunfight is the dead man's click. This means your gun's chamber is empty and you are a



sitting duck. Losing track of how many bullets are in your gun is easy, even though you have a clip gauge on-screen, because most of the time you will be concentrating on the enemy. Reload as often as you can, making sure all of your guns are full.

**FRIKKIN' LASER BEAM**

Your gunsight laser is perfect for taking out enemies a long way away and snipers in building windows. Also, if you line it up with your target's head you can kill them with one shot. Use this

**Lesson 1:  
Stealthy  
movement  
and quiet  
gunplay are  
a must for  
infiltration  
specialists.****ITEM DATA****Handgun**

This is your basic weapon and you will find that you will probably stick with it throughout the game, especially during the early levels due to the all-round performance. It is excellent for popping off enemies with single shots.

**Handgun/Silencer**

A slight addition to the regular handgun makes it a lot easier to take out enemies without alerting others.

**Shotgun**

The shotgun is a very powerful weapon and can take out an enemy in a single blast. It is extremely slow, though, so you will need to be careful when using it to take on multiple enemies.

**Machine-gun**

Enemies who come into contact with it will suffer rapid-fire consequences. It runs out of bullets very quickly so you will need to be careful when using it in a big gunfight (see "Dead Man's Click"). Only reload when there's no bullets in your chamber, or you'll lose them.

**Rocket Launcher**

If you find this, then you can guarantee that there is something big up ahead which you will need to destroy. You will only get four rockets so use them wisely and do not waste them on enemy soldiers.

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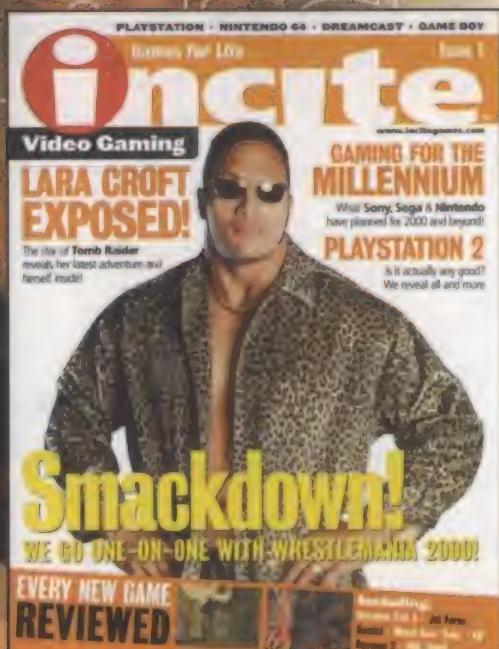
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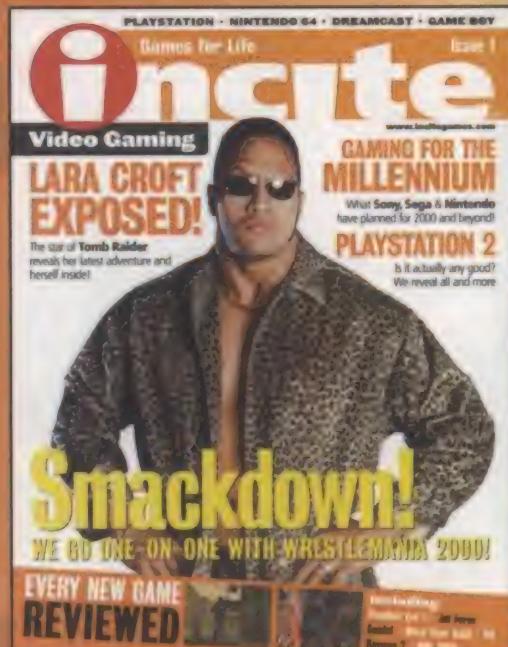
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**GAME DATA****HIDDEN ITEMS**

Don't forget about items hidden within the pale crates. If you have plenty of bullets try and blow up all of the crates you come across as they may contain clips, shells, or medical kits.

**GUARD TYPES****Dozy Guard**

This guard will stand still, even when you have been spotted. He will take a while to shoot, allowing you to kill him easily.

**Alert Guard**

These are dangerous as they are quick to shoot as soon as you are spotted. He will stick to his spot so take him out carefully.

**The Chaser**

As soon as you have been spotted, these guards will run after you. You will need to shoot him before he gets close as they normally carry machine-guns so take care.

**The Fighter**

These guards are easily recognizable by their black costumes and sharp knives. They are lethal up close so pop them off as soon as you can.

**Nested Guards**

These usually come in groups of three, settled behind a set of crates or sandbags. There is almost always an explosive crate or barrel nearby to take them out with. Otherwise, take them out one at a time from a safe location.

whenever you can, but be careful as you will need to take a little time to line up your shot, leaving you open to attack.

**NOT A FIRED WEAPON**

Your gun is not your only weapon, as your fists will come in handy too. Firing a shot will alert any enemies within earshot to your presence and you really want to avoid this. If an enemy has his back to you, walk slowly up to him and bust him on the back of the head with your gun butt. Any guards up ahead will be none the wiser. If you fire a shot, all the guards up ahead will be locked and loaded waiting for you to venture around the corner.

**EXPLOSIVES**

Explosives are very useful for taking out multiple enemies – especially a group which is quite securely nested in a bunker or behind a row of crates. Crouch and sneak up to them, lay down the explosives and creep back out of the way. Make sure you get yourself far enough away before you detonate them, otherwise you will be caught in the blast. This method saves you time, health and a lot of bullets. If you can't shoot 'em, blow 'em to hell!

**CRATES & BARRELS**

If the enemies are close to a barrel or explosive crate, pop out and aim your laser sights at that instead. Fire a few shots and the



crate or barrel will explode, taking all of the enemies with it.

**HIDE & SEEK**

The scenery in each of the levels is basically your best friend as crates, lorries, walls, and bunkers will allow you to adopt a safe position from which you can knock off enemies in the distance. Once safely behind your chosen object, push your back up to it and use the camera to check out enemy positions up ahead. Now all you need to do is spin out from behind your hiding place and begin plunking the distant enemies with hot lead.

**WATCH YOUR BACK**

You will need eyes in the back of your head in *Winback*, as enemies will be creeping up on you. Occasionally you will find yourself being suddenly hammered from behind. If this happens, get yourself behind the nearest object and take out the perpetrator.

**STEP OUT**

Be careful when stepping out from your hiding place to fire off a few shots. If you do not have your back right to the edge of the crate or wall you are hiding behind, you will lunge out low, which is good as it will surprise the enemy, but it is much slower and you cannot quickly swing back to your initial safety position. This is especially problematic when you're in a crowded courtyard. ☺

**CHEATS & TIPS****GAME BUSTING CODES!****NFL 2K**

**Turbo mode:** Enter "TURBO" in the Codes section of the Options screen. Select Game Options and set Game Speed to Turbo.

**GAME BUSTING CODES!****NFL BLITZ 2000**

**Infinite Turbo:** At the Versus screen, press Turbo five times, Jump once, Pass once, and Up.

**Super blitzing:** At the Versus screen, press Jump four times, Pass five times, Up.

**No first downs:** At the Versus screen, press Turbo twice, Jump once, and Up.

**Allow stepping out of bounds:**

At the Versus screen, press Turbo twice, Jump once, Pass once, and Left.

**Big football:** At the Versus screen, press Jump five times and Right.

**Big head:** At the Versus screen, press Turbo twice and Right.



**Huge head:** At the Versus screen, press Jump four times and Up.

**Headless team:** At the Versus screen, press Turbo once, Jump twice, Pass three times, and Right.

**Team tiny players:** At the Versus screen, press Turbo three times, Jump once and Right.



*Continued on page 146*

**CHEATS & TIPS****GAME BUSTING CODES!****Power Stone**

Capcom's first fully 3D romp around gorgeous arenas has many varied cheats and tips. What did you expect from a Capcom game? Times have changed since all a gamer got was a "thank you for playing screen", that's for sure.

**Play as Kraken:**

Beat the game with all eight characters to unlock Kraken.

**Play as Valgas:**

Beat the game with Kraken to unlock Valgas. To play as Final Valgas, beat the game with Valgas on difficulty level 8. Enter page 12 of the Power Stone Collection to see Final Valgas. Note: Final Valgas may only be selected in versus mode, by only one player per match.

**Virtua battle mode:**

Unlock Valgas as a playable character. Then, virtua battle mode will be available on page five in the Power Stone Collection. This mode allows the camera to stay behind your character during the match.

**Dual Virtua battle mode:**

Beat the game with Valgas to unlock this mode on page six in the Power Stone Collection. This mode allows a versus mode game to be played with the Virtua battle mode camera angle on each part of the split screen.

**Bonus items:**

Beat the game using four characters to unlock a shield, heavy chain gun, ray gun, and extending pole.

**Scrap book:**

Accumulate 1000 or more coins in the VMS mini-games to unlock a scrap book option on page 13 in the Power Stone Collection.

**Sound test:**

Accumulate 2000 or more coins in the VMS mini-games

# Huh, what was that noise?

Mission tips for *VR Missions* have recently been declassified. Here's your help, soldier.

To help you get to the top of the rankings, here is a compilation of some handy tips and strategies to perfect your stealth combat.

**SNEAKING MODE**

The majority of the skills will be similar to the ones you have fine-tuned in the original *Metal Gear Solid* using the VR mode. We have identified the missions that will be the toughest to crack.



will turn, at this point make a Michael Johnson-style run for it past the guard and you will hit the stage mark.

**NO WEAPONS****Level 8**

You must get your timing dead on for this level. The six squares all have guards behind them. As soon as the guards start to turn, run up either the left or the right path and head towards the center square. Duck and crawl underneath and wait until the guard turns once more and then run to the stage mark. Sure, it's cowardly, but it beats being shot!

**Level 15**

Two ways exist to complete this level. Take the left path or the right, but we suggest not taking the one on the right. It's slow and won't allow you to perfect a fast time. As soon as you start the level, run across the floor diagonally and knock on the wall to alert the guard. Now run around the square wall and stop at the corner where the camera is pointing. Wait for the huge spotlight to pan over towards you, then at this point walk over to the spot where the camera is, wait for the guard on the right and sneak behind him.

**Level 12**

Walk up the middle path sticking close to the right wall. You will notice a little gap in the wall; just before you reach it, knock on the wall. The guard will be alerted by this and react. Now run to the left wall. Take the left path and hide behind the corner. A touch of guesswork comes in here. Try to judge when you think the guard

**Use stealth and guile to survive the trickiest series of missions ever seen in *Metal Gear Solid*.**

**MISSION DATA****EVASION, DODGING, AND HIDDING**

When tackling this mode remember that in some cases you must be spotted by the enemy to guarantee the maximum score. So don't be too elusive all the time. We have just included the more difficult disciplines.

**Famas**

Make the most of the manholes situated N, S, E, and W and wait for the enemy. Highly effective if you're running low on energy.

**Grenade**

Gain the enemies' attention and then practice your sprinting. Run around the stairs and tempt four guards to follow you. Face them and launch your grenade. Take the enemy fire like a Green Beret; you won't lose too much energy. Repeat this process until you have taken out all the troops.

**Nikita**

Fire a missile into the wall from a central position. The guards (who aren't too bright) will go to the impact area, then they are in your sights and at your mercy.

**GAME DATA****1 MINUTE BATTLE: WIN TARGETS**

Simply destroy as many targets as possible in a minute. Here are a few tips concerning the most effective weapons and how to use them to get you through each stage.

**Socom**

Memorize the sequence of the targets and make the most of the run-and-shoot technique.

**C-4**

Walk in a zig-zag fashion and be careful not to detonate too early, slick.

**Grenade**

Practice with this weapon, again memorizing the pattern of the targets, and know the exact time it takes for the grenade to explode.

**Claymore**

You can use this effective charge to take out several targets. Place it next to one and all the targets in the surrounding area will go down too.

**Nikita**

You must take out the center target when the moving target is stationary to the top or the sides. This has the advantage of taking down six targets instead of just three.

**PSG1**

You must make sure you have two Diazepam. Arm your PSG1 and be accurate with your shooting, otherwise you will just waste time and this will affect your score.

**Stinger**

The trick here is to shoot at clusters of targets, this will save you time locking onto individual targets.

**Learn to implement an attacking strategy, and utilize every weapon carefully.**

**VS 12 BATTLE**

This level requires you to take out 12 enemies in the fastest time possible. Although you are given certain weapons, it is important to remember that you do not have to use them. There are other alternatives like using the ultra-tough guy choke-and-neck-snap technique. Again, you must resist the temptation to stay in the shadow all the time, since being seen by the enemy can be the only way that you will guarantee yourself the highest score. It is essential that you kill all 12 guards here otherwise the stage marks will not appear. Realize you will have to take hits at this stage to complete the level as quickly as possible, so suck it up, soldier!

**Level 1**

Take out the lazy guard with one of your grenades. This should in turn attract the rest of the guards to the area where you are. Take as many out as possible with the grenades, then get the rest to follow you. The finishing mark is in the center of the area.

**Level 2**

Use the Socom as rapidly as you can to take down the guards. After you've emptied the Socom, get seen by the enemy and use the weapons left to take out the remainder of the guards. The exit mark is in the bottom left of the area near where you entered.

**Level 3**

Identical tactics to the previous level, only this time exit in the top right corner of the area. Mow 'em down like it's Hogan's Alley!

**Level 4**

The top of the area is where you need to be at the start of this level. Walk forward and take the

guard out with your Socom. His buddy will then turn up, so dispose of him like his friend. Revert to the Stinger and the noise should attract more guards to the scene. Use what's left of the weapons to finish the suckers off. The exit mark can be found in the third section of this level.

**Level 5**

Start this stage right at the southernmost point. Lob a grenade at the guard nearest to you. Exhaust your supply of grenades taking out the other guards and then switch to the left over weapons. Go back to where you took care of the first guard and you will find the exit mark.

**Level 6**

Find the ammunition for your weapons right away – it's situated at the top of the area. It's important to be as undetected as possible on your way to retrieving the ammunition so take care. Now that you're locked and loaded, use the Socom and the PSG1 to take down as many guards as possible. Take the remaining weapons and mop up the remainders. The exit mark can be found in front of the wall near the ammunition.

**Level 7**

You should be able to do enough damage with the Socom alone on this level. Find the exit mark at the top of the area in the center. No problem.

**Level 8**

Use the PSG1 first to take out the onrushing guards and then switch to the Socom to finish the task. Exit at the mark, which is situated just above where you started the level.

**CHEATS & TIPS**

to unlock a sound test option on page 25 in the Power Stone Collection.

**View ending sequences:**

Beat the game to access page 14 in the Power Stone Collection. This may be used to view the endings of any character or the game's credits.

**Alternate costumes:**

At the character selection screen, press B.

**Change victory view:**

At the end of a match, press the D-pad or Analog-stick to change the viewing angle and press A to move the camera in, release A to move the camera out.

**GAME BUSTING CODES!****READY 2 RUMBLE CHEATS:**

At least unlock a couple of hidden fighters (from the 18 available) before you mess around with these codes....

**Change Corner man Voice:**

Press X and any D-pad button at the character select screen.

**Different costume:** Press X and Y when selecting a boxer.

**Fight as The Leprechaun:**

Press X, L, and R at the character select screen.

**Unlock Bronze Class:** Enter "Rumble Power" as your gym name.



**Unlock Silver Class:** Enter "Rumble Bumble" as your gym name.

**Unlock Gold Class:** Enter "Mosma!" as your gym name.

**Unlock Champ Class and all hidden fighters:** Enter "Pod 5!" as your gym name. The option will appear.

## CHEATS &amp; TIPS

## GAME BUSTING CODES!

## UM JAMMER LAMMY

**2-Player Lammies:** Complete any two stages in the normal game. The option will appear.

**Play as Parappa:** Complete the one-player game as Lammy. The option will appear.

**2-Player vs. Lammies:** Complete 2-Player Lammies. The option will appear.

**2-Player Lammy Parappa:** Complete the one-player game as Parappa. The option will appear.

**2-Player vs. Lammy Parappa:** Complete 2-Player Lammy Parappa. The option will appear.

## SONIC ADVENTURE

## Super Knuckles:

Beat the game with all six characters, then again as Knuckles. Hold X and B at the character selection screen until Knuckles gives you the thumbs-up.

## GAME BUSTING CODES!

## SOUL CALIBUR

**Play Edge Master:** Complete the game with all characters (including bonus characters).



**Extra weapons:** Unlock Edge Master, complete all mission battles, and hold L while selecting a character on the Character Select screen.

**Play Inferno:** Get Xianghua's third costume by buying a card in Mission Mode. Next, finish the arcade mode while wearing her new threads.



# School of Hard Knocks

Learn the top-rope tricks to pummel your opponents to the mat.

*WWF Wrestlemania* is a button masher packed with secrets. Sure, anyone can beat the buttons and pull off a couple of moves, but true champs hit the ring understanding the finer points to the game. Here's everything you need to know, from finishers to taunts, to be crowned this year's King of the Ring.

## DANGEROUS GAME

To kick ass in *Wrestlemania*, you'll need to learn the game from inside the ring to outside on the arena floor. Make a mistake, roddy pooh, and be prepared to get your ass knocked out.

Basic Training  
STRONG AND MEEK

To grab an opponent and attempt a weak grapple, tap A. Then, while you have a hold of him, tap A or B while pressing the directional pad in different directions to perform a variety of moves. For example: If you press up and A you might pull off a suplex. Press down and A to perform a powerslam. Up and B to deliver a dropkick, right and B to snap your opponent with a neck-breaker...and so on. Try every A and B combination along with a directional pad movement to discover all of your fighter's moves. If you want to attempt a strong



grapple, hold A for two seconds before grabbing your opponent. Now you can deliver a whole new set of devastating moves by following the same button press and directional movements as noted above.



## GRAB OR GUT

The key to *Wrestlemania* is timing. Understanding when to punch rather than grapple can mean the difference between beating your opponents or getting beaten into a bloody mess. At the beginning of the match, use punches and kicks to weaken your opponent. When he attempts to block (you'll see him stick his chest out if he blocks too soon) use a weak grapple to knock him to the ground. Early on in the match, stick to weak grapples to break down your opponent as strong grapples have more of a tendency to be reversed.



## OFF THE ROPES

Running attacks knock opponents off balance and can be difficult to defend. Run at your opponent and tap B or simultaneously tap A and B to strike him down. Or, for a stronger move, bounce off the ropes then run at your opponent and tap B or simultaneously tap A and B. Once you knock him off his

## WRESTLERS

## WWF WRESTLER OF CHAMP

If you're unfamiliar with the WWF, it'll be difficult to distinguish who's a possible champ and who's an undeniably chump. Here's your guide to the best:

## The Rock

When it comes to a combination of power and speed, no one can match The Rock. His Rock Bottom special is enough to lay any candy ass on the mat for the 1-2-3.

## Stone Cold Steve Austin

The man with the middle fingers, Stone Cold is a brutal brawler who would rather punch his way to victory than actually grab you in a hold. His Stone Cold Stunner is the most lethal move in wrestling.

## X-Pac

If high flying moves and karate kicks is what you're after, X-Pac is your man. He might be small, but he delivers a powerful punch, and his X-Factor will floor even the biggest of opponents.

## Ken Shamrock

A shoot fighter with more submission holds than any wrestler alive. Ken Shamrock is a quick grappler with a short temper. Pick Shamrock, and attack opponent's legs to cripple them for the victory.

## The Big Show

The Big Show's quite literally the biggest man in the world of professional wrestling. At seven feet tall and weighing in at over 500 pounds, he will squash you like a bug and eat you whole. His choke slam can end your day quick time. His character may be a bit slow for some tastes, hence The Rock's nickname for the big man: The Big Show.

## WRESTLERS

### Mr Ass

One of the best all-around wrestlers in the WWF, Billy Gunn, or Mr. Ass, has the strength and jumping ability to pummel any opponent. He'll even pull down his pants and show you why they call him Mr. Ass. But don't laugh, his Farnie Asser will hit you quicker than you can say cheese.

### Chris Jericho

The newest superstar in the WWF, Jericho has the death-defying moves and attitude of a future champ in this sport. He can just as easily powerbomb you as he can jump over the top rope and deliver a moonsault on the arena floor. His Lion Tamer boston crab has ended many careers over the years, and will snap any opponent who stands in his way of attaining the WWF championship.

### Kane

Also known as The Big Red Machine, Kane is a demon from hell who is strong, agile, and quick for his size. He slams his opponents on their heads using his version of the Tombstone Piledriver.

### Hardcore Holly

If you like running into the crowd, grabbing a hockey stick and beating your opponent in the head, Hardcore Holly is your wrestler. Known for bloody brawls and weapons, Hardcore Holly has the ability to sneak up on people who underestimate his ability. You might dodge a punch or two, but watch out for that steel chair!

### D'Lo Brown

You better recognize who the hell he is. D'Lo Brown is a cocky fighter who waggles his head, talks smack, then busts you with one of his trademark moves like the running powerbomb, Lo Down, and the Sky High.

**At seven feet tall and weighing in at over 500 pounds, [The Big Show] will squash you like a bug.**

feet, follow up quickly with a bone-breaking move. Stand by his head or feet and tap A to lock your opponent into a possible submission. Continue the running attacks and submissions to frustrate your opponent and weaken his limbs for later attacks.

### CROUCH AND KILL

If you're knocked down, hold R to raise into a crouched position. When your opponent is near, tap B



to pounce him with a clobbering clothesline. You can also surprise your opponent by grappling with him from the crouch position by pressing A. The crouch attack method is great for preventing your opponent from being too aggressive. If he moves in too soon, you'll nail him. If he comes too late, you nail him. Either way, the crouch can lead to a win.



### BODY PARTS

The quickest way to beat your opponent is to attack one part of his body, then continue to strike the same area exclusively throughout the match. It makes no sense to piledrive your opponent on his head then attack his feet. Pummeling one area is the most effective way to win. For example, if you're playing as Mankind, you know his finisher, The Mandible Claw, attacks the head. So throughout your match, use headbutts, brainbusters, and DDTs to weaken the head area. When you see your opponent grab his head and neck, you know

you're doing a good job of breaking him down. Continue to strike the head then taunt him to start your Attitude meter flashing. Go for the Claw and attack his head to obtain victory.

Another body part strategy is to know your opponent's strength, and make it his weakness. If you're playing against a quick



wrestler like Christian, attack his legs to slow him down. Now, without speed, Christian is yours for the beating.

### FINISHERS

When your Attitude meter starts flashing (the best way to make your Attitude meter flash is to taunt your opponent and slap him



with punches and kicks), your character can perform his special move. Hold A for two seconds, then grab your opponent. Tap the analog stick in any direction to pull off your performer's most powerful move. Most wrestlers have three finishing moves: one from the front, one from behind, and one from the top rope. To perform the top-rope finisher, simply



## CHEATS & TIPS



**Metal mode:** First you need to find the right card in Mission Mode. While selecting your character, hold the R trigger and you'll be all nice and shiny.

**Secret Dojo Mission:** First finish all the missions, including all the Extra Missions (they appear after you finish the two Chaos stages). On the mission select screen, go to the eastern most map. Move your pointer over the secret mission, you will hear the "zip" noise you hear when you pass over any other mission; you will not be able to see it when you land on the location. There are five missions in this location. Each stage has a random combination of conditions from the previous missions.



## CHEATS & TIPS

### GAME BUSTING CODES!

#### Speed Devils - DC

Enter while in a race:

**Infinite Nitro:** D-U-D-U-A-X-A

**Skip Class:** D-R-D-R-A-X-A

**Money+100000:** A-R-A-R-U-B-A

**Unlock cars and tracks:**

B-R-B-R-U-B-U



### GAME BUSTING CODES!

#### VIRTUA FIGHTER 3TB:

**Background Change:** Let the time run out in the Stage Select screen and get the backgrounds from the original arcade version, *Virtua Fighter 3* (this only works in Training mode, Normal mode, and Team Battle modes).



### Fight the Alphabet

**Character:** Highlight Akira at the Character Select screen and press Start, then highlight Lau and press Start, and then highlight Pai, hold Start, and press X.



**Play the Alphabet Character:** Highlight Akira at the Character Select screen and press Start, then highlight Lion and press Start, and then highlight Pai and press Start. Select any character you want, and you'll fight as their Alphabet doppelganger.

**Play as Silver Dural:** Press Start, X, and A at the character select screen.

**Play as Dural in all modes:** Press down, up, right, left, start and press the A button to select her. This even works in the new verses mode.

climb to the top rope while your meter is flashing and your character will automatically do the move.

## STEALING MOVES

One of the slickest ways to defeat your opponent is to finish him off with his own move. To steal your opponent's finishing move, stand near him while your Attitude meter is flashing and hold A for two seconds. After grabbing your



opponent, tap the analog stick in any direction while simultaneously pressing A and B. Now you will humiliate your opponent by smacking him around with his own move!

## WEAPONS

To grab a weapon, run outside the ring, stand near the crowd, and tap Up-C while pointing the directional pad toward the crowd. The more hardcore your fighter is in real life, the more likely he is to grab a weapon. If you reach into



the crowd and don't find a weapon, walk to another area of the crowd and reach in again. Eventually, you'll be given a tool of destruction. Here's a list of the coolest weapons found in the game:

1. Chair
2. Hockey Stick
3. Steel Stairs
4. Baseball Bat
5. Guitar
6. Broom
7. Garbage Can

8. Broken Table
9. Briefcase
10. Kendo Stick
11. Bottle of water
12. Head

## WEAPON STRIKES

Tap B to swing your weapon. Hold B for two seconds to deliver a more powerful blow.



## BREAKING BACKS

Each wrestler has a variety of moves from behind. However, it's sometimes difficult to get behind an opponent to deliver the moves. Here's a trick: Grapple your opponent from the front by tapping A. When you grab him, tap L to slide behind your opponent and into a new grapple position. Then, follow the same set of button presses and moves from the front to tax your opponent with a slew of new moves from the rear.



## HIGH FLYING

Athletic wrestlers like X-Pac and Chris Jericho can perform high-flying moves. Here are a few moves to help you soar around and over the ring.

**Triple H** has now traded in his "suck it" shirt for championship gold. He lays out opponents like a Mack truck.

## WRESTLERS

### WWF WRESTLERS UP CLOSE

#### Chyna

The Ninth Wonder of the World (yeah, we know there are only seven, but Andre The Giant is the eighth), Chyna is the most feared woman on Earth. She'll punch your testicles, she'll punch your face, but most of all she punches holes in the egos of men who think they can beat her.

#### Triple H

One of the founders of Generation X, Triple H has now traded in his "suck it" shirt for championship gold. His Pedigree finisher lays out opponents like a Mack truck, leaving them prey for a pinfall and a possible crotch chop.

#### Undertaker

A deadman who murdered his parents, burned his brother, and crucifies opponents on giant Undertaker symbols (the WWF insists they're not crosses), The Undertaker is a man not to be messed with. The Undertaker once said that the reason he doesn't like video games is because "The Undertaker don't play!"

**MISSION DATA**

If you can catch  
what the Rock is  
cooking...

The most electrifying move in sports entertainment! Here's a step by step guide to The Rock's signature maneuver.

**In preparation**

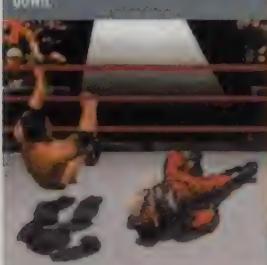
Knock your opponent down, then stand by his head and tap A.

**Pads are off**

The Rock slowly reaches for his elbow pad....

**Laying smack down**

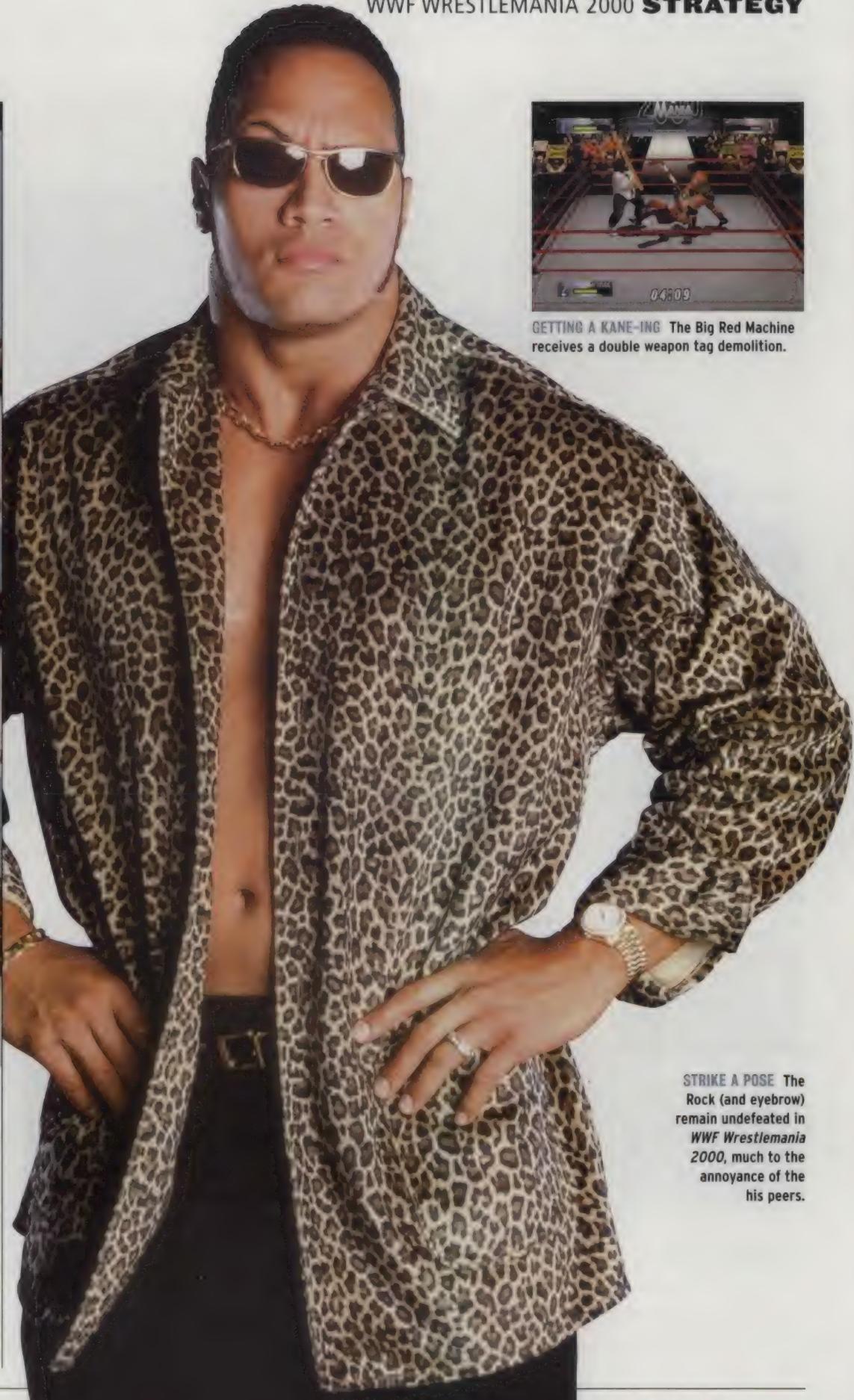
After The Rock showboats and runs to the ropes, tap B when near your opponent to lay the smack down.



**When it comes to a combination of power and speed, no one can match The Rock.**



**GETTING A KANE-ING** The Big Red Machine receives a double weapon tag demolition.



**STRIKE A POSE** The Rock (and eyebrow) remain undefeated in *WWF Wrestlemania 2000*, much to the annoyance of the his peers.

## CHEATS & TIPS

**Fat Men on a boat glitch:** Play a versus match of Taka-Arashi against himself on the boat level (Shun's stage). Move both fighters onto one of the boats (the long barge behind player one) so they are as close to the inside edge of the boat as possible without moving back onto the main platform. Shuffle the big guys around until they're in the same position as screenshot three (below) shows. The boat should slowly dip downwards, exposing a plain turquoise texture. It will flip over and the fighters will continue to fight while floating or sinking in a sea of glitches.



### GAME BUSTING CODES!

#### WWF Attitude (PS)

##### Alternate Costumes:

Hold L1, R1, or R2 and press X while choosing your wrestler. Each wrestler has three hidden costumes determined by the L1, R1, and R2 buttons.

## SUPERMAN

When your opponent is outside the ring, bounce off of the ropes opposite to where your opponent is standing. As you run back toward him, hold down A when you reach the middle of the ring and watch your wrestler fly over the top rope and onto your opponent on the floor.



## BACK AT YA!

When fighting in the ring, run toward the ropes away from your opponent and tap A to leap off the ropes and deliver a kick to your opponent's face.

## OUTSIDE FLIGHT

When on the ring apron, tap A while pressing the directional pad towards the ring to enter the squared circle with authority.



## ANALOG TRICK GONE

In WCW/NOW Revenge, any time you were in a submission hold or were being pinned, you could tap the analog stick and your opponent would get thrown off of you. That trick has been removed from WWF Wrestlemania 2000. In fact, if you hit the analog stick while in



a hold, instead of breaking free, you will now be locked in that hold longer than normal. That's what you get for cheating!



## SUCK IT!

Each WWF superstar has up to four taunts. To perform your first taunt, press up on the analog stick. To perform the second taunt, press down on the analog stick. The third taunt is per humiliate your opponent from the top turnbuckle. The fourth taunt is performed automatically when your Attitude meter flashes.



## COSTUME CHANGE

You can select up to four costumes for each wrestler. To change your superstar's outfit, enter the character select screen. Highlight your wrestler and tap Right-C to change his outfit. Continue to press Right-C to cycle through his entire wardrobe.



## HIDDEN WRESTLERS

Play through The Road to Wrestlemania. We won't spoil who's hidden in the game just yet (we'll do that next issue), but don't be surprised if you find an icon and a split personality.

## ROSTER LINE UP

How many other fighting games have you played with 50 playable characters in them?

1. Stone Cold Steve Austin
2. The Rock
3. HHH
4. Mankind
5. The Undertaker
6. Kane
7. The Big Show
8. Mr. Ass
9. Road Dogg
10. X-Pac
11. Chris Jericho
12. Ken Shamrock
13. Mr. McMahon
14. Shane McMahon
15. Test
16. The Big Bossman
17. Farooq
18. Bradshaw
19. Val Venis
20. The Godfather
21. Jeff Jarrett
22. D'Lo Brown
23. Mark Henry
24. Edge
25. Christian
26. Gangrel
27. Jeff Hardy
28. Matt Hardy
29. Al Snow
30. Hardcore Holly
31. Droz
32. Prince Albert
33. Steve Blackman
34. Thrasher
35. Chaz
36. Mideon
37. Viscera
38. The Blue Meanie
39. Meat
40. Brian Christopher
41. Scott Taylor
42. Chyna
43. Debra
44. Jacqueline
45. Terri Runnels
46. Tori
47. Ivory
48. Pat Patterson
49. Gerald Brisco
50. Michael Hayes

COMPANY	WEBSITE	PAGE #
989 Studios	www.989studios.com	7, 34-35, 75
Acclaim	www.acclaim.net	32-33, 99
Adidas	www.adidas.com	Back Cover
Avaterra.com	www.avaterra.com	Inside Back Cover
Babbages	www.gamestop.com	109
Buy.com	www.buygames.com	157, 161-172
Chips & Bits	www.chipsbits.com	175
CompUSA	www.compusa.com	159
ConsumerReview.com	www.consumerreview.com	126-127
Eidos Interactive	www.eidosinteractive.com	11, 58-59, 90-91, 116-117
Electric Playground	www.elecplay.com	138-139
Electronic Arts	www.ea.com	48-49, 68-69, 80-81, 106-107
eMusic	www.emusic.com	5
Fox Interactive	www.foxinteractive.com	2-3, 9, 31
GT Interactive	www.gtinteractive.com	27
Interact Accessories	www.interact-acc.com	76-77
Interplay	www.interplay.com	102-103
SCEA	www.sony.com	Inside Front Cover
SNK	www.snkusa.com	67
THQ	www.thq.com	50-51
Vans	www.vans.com	17, 19, 21
Vatical Entertainment	www.vatical.com	87, 155

## QUICK REVIEWS

## WWF Wrestlemania 2K

■ SYSTEM GBC ■ PUBLISHER THQ  
■ PLAYERS 1-2 ■ GENRE Wrestling



**PINKIES AND THE BRAINED** While the crowd blushes, the Rock stuns Mankind.

WWF Wrestlemania 2000 takes everything big about the raucous wrestling organization and its wild television broadcasts and transforms it to the small package of the Game Boy Color. The game features 15 WWF grapplers, including The Rock and Mr. Ass, and also sports a number of electrifying game modes including Championship, Tag Team, Gauntlet, and Survivor Series. If you're a WWF fan who's been looking for a way to carry the excitement of Raw on the road with you, *WWF Wrestlemania 2000* is your game. -JR

Overall

★★★

## Ghosts 'n Goblins

■ SYSTEM GBC ■ PUBLISHER Capcom  
■ PLAYERS 1 ■ GENRE Platform



**ROB ZOMBIE** Steal the life from the undead... er, stone thing and grab cash.

Originally appearing on the NES, this supernatural-themed platform game starring Sir Arthur the knight in a relentless quest to bash the slavering undead, is considered a classic by many. But considering how relentlessly difficult the game is to beat, it's easy to believe that the game was designed by the evil minions of Hell. Pick this title up if you enjoy diabolically challenging 2D platform games. Otherwise, hope that Capcom "Game Boys" *Super Ghosts 'n Goblins* from the SNES - it's a better all-around game. -RB

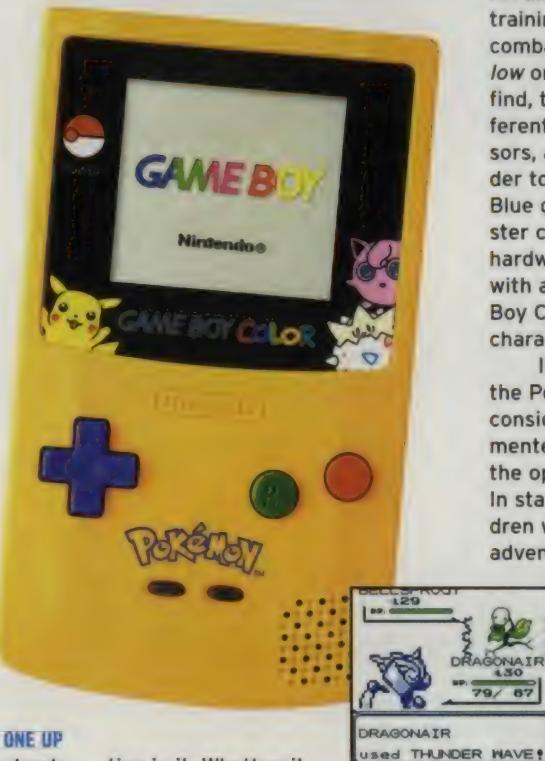
Overall

★★★

## Yellow Fever

The Pokéman epidemic continues unabated with a new game and movie.

Where once there was Tetris, Pokéman now resides. Just take a look around. Practically every Game Boy unit these days has some sort of Pokéman derivative.



release. The game, rather laboriously titled *Pokéman Yellow Version: Special Pikachu Edition*, is a continuation of the gameplay popularized by the *Red* and *Blue* games. An amalgamation of role playing, training, trading, collecting, and combat game styles, *Pokéman Yellow* once again requires players to find, train, and battle over 150 different creatures. Like its predecessors, a link cable is necessary in order to trade with both the *Red* and *Blue* games to complete the monster collection. A special \$109.95 hardware bundle pack is available with a special limited edition Game Boy Color decorated with Pokéman characters.

If you're not quite familiar with the Pokéman franchise, you might consider joining thousands of tormented parents on November 12 for the opening of the Pokéman movie. In stark contrast, millions of children will be clamoring to see the adventures of Ash and Pikachu on the big screen. The plot involves the evil Pokéman, Mewtwo, and his nasty plans to stop Ash from becoming the world's greatest Pokéman champion by genetically engineering a new strain of Super-Pokéman.

Also in the movie will be a few brand new, never before seen, Pokéman that will appear only in the *Silver* and *Gold* versions of the Game Boy game in Japan. Will the terror never end?

- Roger Burchill

**PIKA THIS ONE UP**  
So you've already got a Game Boy? Break it, and buy this.

tive in it. Whether it is *Pokéman Red*, *Pokéman Blue*, or *Pokéman Pinball*; Pikachu, the yellow fur-ball mascot of the series has invaded the national psyche.

Never one to pass on a certified phenomenon, Nintendo has readied yet another Pokéman title



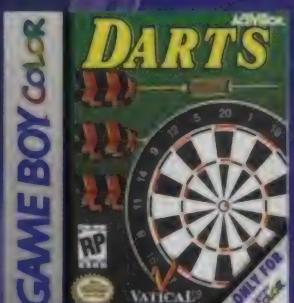
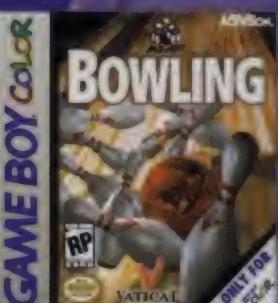
## Game Boy Advance

The Game Boy grows up — Nintendo set to deliver the 32-bit Game Boy

**N**intendo recently announced that the Game Boy family is welcoming its newest edition — the handheld 32 bit Game Boy Advance. With a cell phone and a Game Boy Advance you can hook up to the Internet, download goodies, play multiplayer games, send email, and chat. Additionally, a digital camera will be introduced in

conjunction with the Advance — if you and your buddy each have one and hook them up, you'll be able to see each other. Like the PlayStation 2, the Game Boy Advance will be backward-compatible, so you can play Game Boy and Game Boy Color games on it. It's due out in Japan in August and here in the US by the end of 2000.

# GAME BOY COLOR



follow the leader  
in portable fun!

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ENTERTAINMENT

## QUICK REVIEWS

**Pac-Man**

■ SYSTEM NGPC ■ DEVELOPER Capcom  
■ PLAYERS 1 (!) ■ GENRE Pac-Man Baby!



**GAME OVER, DUDE** Get ready to see this screen a lot. Why no multiplayer?

If *Pac-Man* had a human equivalent, it'd have to be Hulk Hogan. Something about the yellow trunks and scary tan. Anyway, like Hulk Hogan, our hero seems to be slowing with age. In the NGPC version of *Pac-Man*, everyone's favorite yellow mouth with eyes has been convinced that slow and steady wins the race. Actually, slow and steady gets you killed so much it's a triumph to make it past the first level. If you're feeling nostalgic for when games were simple, frustrating, and really kind of boring, look no further. - DL

Overall

★★

**BioMotor Unitron**

■ SYSTEM NGPC ■ DEVELOPER SNK  
■ PLAYERS 1 ■ GENRE RPG



**ROBOTASTIC** Top-down view gives way to turn-based PokéMon-style combat.

A meteor hits the earth, spreads some kind of alien metal everywhere, (blah-blah) war, (blah-blah) giant robots. That's the important bit. Choose one of five races (each with different stats) and then pilot your giant robot through arena battles and dungeons. Earn cash, buy new parts and weapons, upgrade, upgrade, upgrade. The PokéMon-style battle system gets tedious quickly, but saving up for new weapons and making your Unitron the best Unitron it can possibly be becomes seriously addictive. Kind of like video game crack. - DL

Overall

★★★



## Neo Geo Pocket Color

■ RATING ★★★★

■ PRICE \$69.99

The little hand-held that could is set to take on the big N.

Finally, Nintendo's license to print money, also known as the Game Boy, has some decent competition. The Neo Geo Pocket Color may be a little pricey, but it packs a 16-bit processor and a nice, big LCD screen capable of displaying 146

colors simultaneously, out of a palette of nearly 5000. The NGPC allows for head-to-head play (wireless link capability is coming soon), and can also hook-up to the Dreamcast to swap characters and items between compatible games. - DL



## WonderSwan

GB creator Gunpei Yokoi helped develop Bandai's new baby.

■ RATING ★★

■ PRICE \$40 (Japan)

Yeah that's right, WonderSwan. Bandai, the people responsible for the Power Rangers, have introduced another Game Boy rival, bearing the seductive yet powerful name of WonderSwan. It's selling like crazy in Japan, and will hit

stores here in early 2000, thanks to Mattel. The 'Swan's also packing 16-bits, a large but monochrome LCD screen and strong software support. But don't be surprised if it gets a new name for US buyers. Note to Mattel: "Lynx" is taken. - DL

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IT'S ABOUT  
HIGHWAY  
ROBBERY.  
(THE GAME, NOT  
THE PRICE.)



BUY.COM

# The Which Gadget Project

By Darren Gladstone

**T**he Blair Witch Project haunted theaters this summer and should now be in DVD and VHS format. According to the folks at Artisan Entertainment, it's loaded with extras. So, in honor of the home video release, we decided to brace ourselves with some choice paraphernalia to see the spooky thriller this Halloween. All ratings are out of five.

## Sony MDR-F1 open air headphones \$299

In case you get a bout of the heebie-jeebies while watching the movie, you'll want to hear anything that could be sneaking up on you. On these headphones, you can. These sound awesome, feel comfortable, have the sci-fi look, and you can itch your ear and still hear the music.

## Philips Pronto universal remote \$399

You may think this funky peripheral looks like a Palm Pilot on steroids, but you're only half-right. You can program it to work with just about anything with a power button. It looks kinda cool and as far as status symbols, it's up there on the list...but c'mon, you can't even play solitaire on this thing!



## Panasonic Road Show 9" TV/VCR \$380

If only those three kids brought along this portable TV, they might be with us today...well, depending on what they were watching. What makes this runt of a TV so special? You can run it off any 12 volt AC or 24 volt DC source - in your home or car. Bring an RF adaptor if you want to play your Dreamcast or PlayStation in the wilds.





*CompUSA – Your Gaming Superstore.*



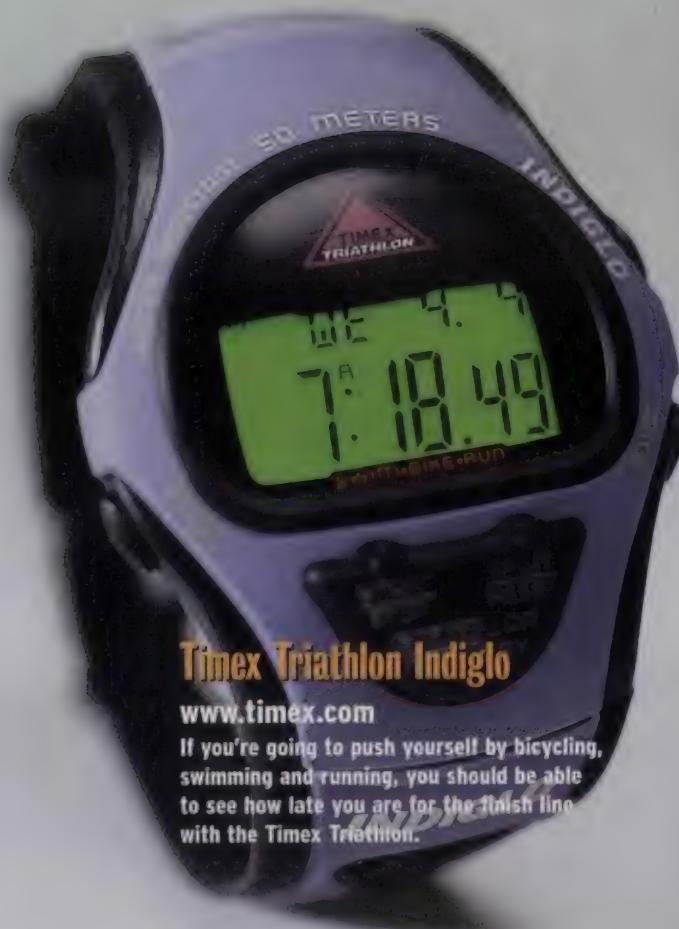
Gaming gear in a toy store is an insult to the technology –  
and a hazard to the other toys.

**COMPUSA**  
**THE COMPUTER SUPERSTORE** ®

# Watch Out

By Darren Gladstone

If you're going to strap on a timepiece, do it with some style for God's sake. We got our hands (and wrists) on some a few watches that are good for every occasion...and in some cases, watches that will do everything but the dishes.



## Timex Triathlon Indiglo

[www.timex.com](http://www.timex.com)

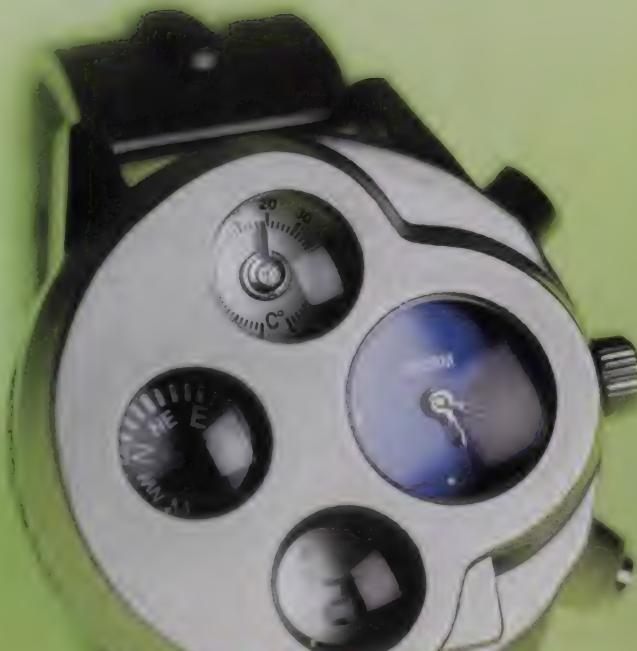
If you're going to push yourself by bicycling, swimming and running, you should be able to see how late you are for the finish line with the Timex Triathlon.



## Freestyle 795 Shark 1

[www.freestyleusa.com](http://www.freestyleusa.com)

Plan on beating the crap out of yourself and your watch when you hang ten? This beefy chronometer is made for some serious surf action.



## Storm of London Navigator

[www.stormoflondon.com](http://www.stormoflondon.com)

This navigator watch looks more like an instrument panel with an analog clock, compass, thermometer, digital display, and a light. Build bi-caps and tell the time.



# BUY.COM

*The Internet Superstore*

## Holiday Buyer's Guide

*The HOTTEST PRODUCTS for  
the coolest time of the year!*

# SONY PLAYSTATION



1

## PlayStation

Developed exclusively for Sony Computer Entertainment, PlayStation's custom chip technology and high-speed parallel processing result in massive incremental power over previous video game systems. With a game library that extends well into the thousands, the PS is a great buy.

2

## Memory card

Store up to 16 PlayStation games on this official PlayStation Memory Card.



3

## Dual Shock Analog Controller

The Dual Shock Analog Controller creates a totally intense gaming experience where you'll feel the action come to life. With precision and awesome handling, the Dual Shock Analog Controller is as real as it gets.

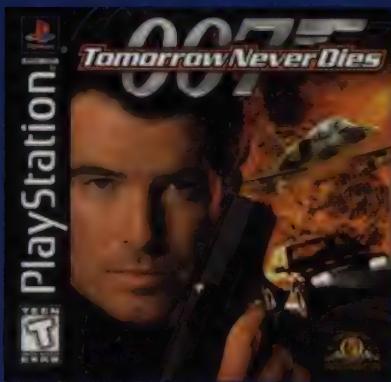


**BUY.COM**



### WCW Mayhem

Wrestle the biggest stars in sports entertainment in and out of the squared circle. Be one of 60 WCW superstar wrestlers including Goldberg and Sting (or create your own) as you battle your way through the ranks to the Championship Belt.



### Tomorrow Never Dies

The newest James Bond adventure will test your nerves and push your skills to the limit. Master multiple game modes including shooting, skiing, and driving. Of course, you also get dozens of classic Bond weapons and gadgets to play with.

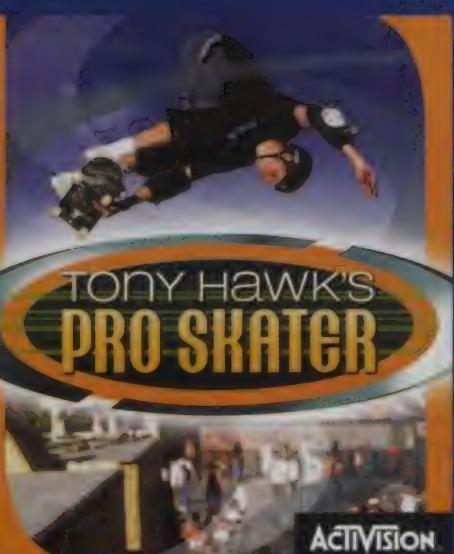
### Gran Turismo 2

The most advanced racing experience ever created is back, featuring beefed up graphics, game play, and much more. Gran Turismo 2 features over 400 authentic vehicles from world-class car manufacturers, spanning a wide range of generations and car models.



### Tony Hawk's Pro Skater

Tear up the asphalt with the speed and agility of a seasoned pro in the ultimate skateboarding experience. Skate as champion Tony Hawk or one of 8 other big name skateboarders, all with their own signature style.



### Test Drive 6

Test Drive 6 combines seamless, jaw-dropping graphics with completely new car handling to bring one of the most complete PlayStation racing experiences to life. Rocket through breathtaking interactive environments that feature breakable objects, unpredictable obstacles, and nerve-racking shortcuts.



### Driver

You are a getaway driver for hire in the criminal underworld. Speed through the streets of real cities with working traffic systems, pedestrians, and motorists on the street and cops on patrol while you run your errands for gangsters.



**BUY.COM**





PlayStation



# RESIDENT EVIL 3 NEMESIS

CAPCOM

**Resident Evil 3**  
Join Jill Valentine, the survivor of the original Resident Evil, as her nightmare continues. Caught in a town crawling with flesh eating zombies, and a new nemesis, she must rely on cunning and brute force in order to escape alive.



PlayStation



# FINAL FANTASY VIII

SQUARESOFT

## Final Fantasy VIII

The latest installment in this classic series, Final Fantasy VIII surpasses its best-selling predecessor in every way. The graphics are more detailed and realistic with breathtaking visuals and fluid, motion-captured cinematics never before seen in any other type of game.



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PlayStation



RATED E

FOR 10 AND UP

VIDEO GAME

PUBLISHER: SONY COMPUTER ENTERTAINMENT INC.

VERSION: 1.0

RELEASE DATE: 10/20/00

WEBSITE: WWW.SCE.COM

DISC COUNT: 1

DISC SIZE: 6.6 GB

DISC LANGUAGE: ENGLISH

DISC REGION: NTSC-U

DISC NUMBER: 1

DISC

# GAME BOY COLOR



1

## Game Boy Printer

Perfect for images you take with the Game Boy Camera. Some of the newer games also come with hidden images that you can print up as stickers on the Game Boy Printer.



2

## Game Boy Camera

Create cartoons, play DJ or put your own face in games with the Game Boy Camera. Store up to 30 shots in the Game Boy Camera's photo album, or stitch up to four pics together in Panorama Editor. With Montage Editor, you can place one picture inside another. Star in your own video game with a Game Face Animation.



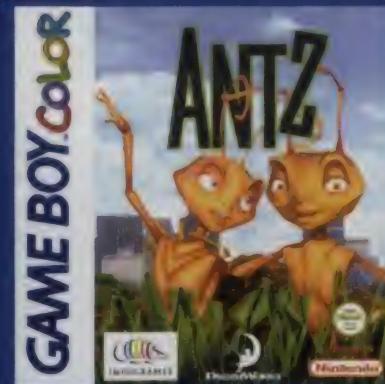
## Mario Golf

Mario is back again with more multiplayer fun, this time packaged into Mario Golf for the Game Boy Color. Players can choose from 17 different characters and 10 different modes of play.

3

## Game Boy Color

Game Boy Color is the latest addition to the world's most popular line of hand-held gaming systems. With 52 brilliant colors simultaneously displayed on the small portable screen, your games will look better than ever no matter where you play.



## Antz

Based on the hit animated movie, Antz puts you in the middle of the tiny action. As Z, you hold the fate of the entire colony in your hands and must stop the soldier antz from destroying the colony from within.



## Pokemon Yellow

The primary goal in Pokemon is to find, capture, and train various monsters, all in an effort to become the world's greatest Pokemon trainer. Choose from three "starter" monsters at the beginning to help you capture other monsters.



## Gex 3

GEX makes a triumphant return in GEX 3: Deep Cover Gecko. As an international secret agent for hire, GEX's next mission is to find the beautiful Agent Xtra who has been kidnapped by GEX's arch nemesis, Rez.



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# NINTENDO 64



1

## Nintendo 64

The Nintendo 64, the home of Mario, Pokemon, and countless other hits. This special edition pack comes with a funky see-through purple controller. Get one while you still can.



2

## Nintendo 64 Expansion Pak

A 4MB RAM cartridge that increases an N64's total RAM to 8MB allowing players to enjoy select titles using a "high resolution" option, allowing for larger worlds, bigger animation sequences, and more complex game play.



3

## Nintendo 64 Controller

What good is having an N64 without buying an extra controller to beat a friend senseless? Stockpile on as many controllers as you can with four player games or just challenge a buddy to a round of Mario Kart 64.

4

## N64 Rumble Pak

Feel the power of the N64 with the Rumble Pak, a device that physically responds to the action in some games. Connect the Rumble Pak to the N64 Controller, and it creates vibrations, depending on the actions on-screen. Powered by two AAA batteries (included), the unit delivers approximately 50-60 hours of rumbling action.



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## Turok: Rage Wars

The ultimate deathmatch-style game for the Nintendo 64. Players will be able to fight it out with up to three friends in multiple deathmatch battles, cooperatively in teams, or go it alone in the single player mission-based mode.



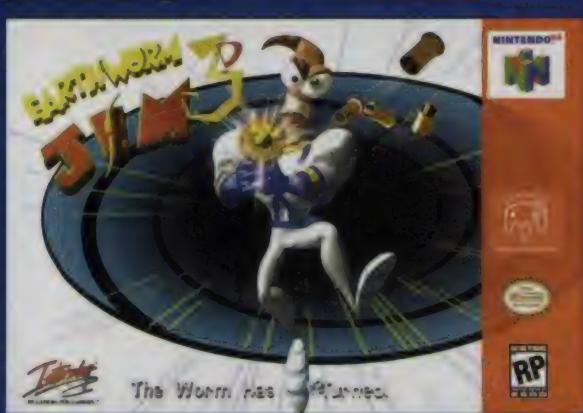
## Donkey Kong 64

Donkey Kong and crew are back to travel through 8 expansive worlds in this gigantic new game from Rare. Players will be able to use each monkey's unique moves and abilities, over 100 in all, to help them explore these environments.



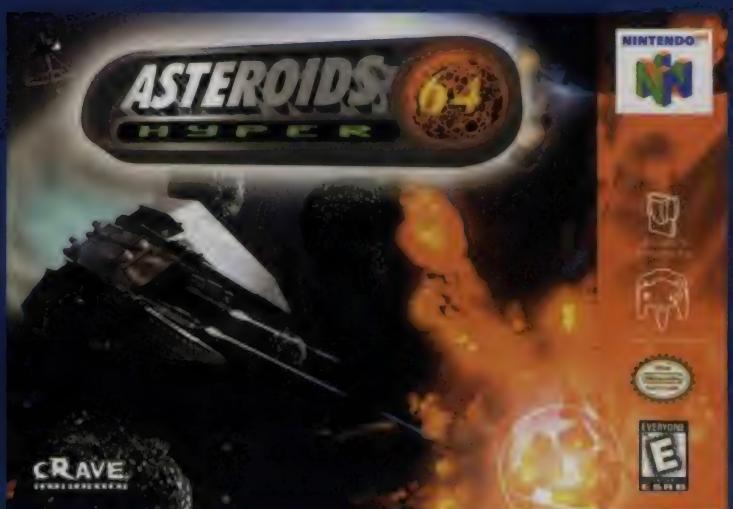
## Jet Force Gemini

With the tyrant Mizar conquering new worlds by the day, interstellar war looms ever closer. The Jet Force Gemini team are all too aware of this—but their pleas for the authorities to send in reinforcements fall on deaf ears time and time again. With the borders of their own galactic jurisdiction breached and their Tribal allies enslaved, things are starting to get a little too personal...



## Earthworm Jim 3D

Join our slimy hero on his scariest adventure yet—into the deepest recesses of his own mind. When Jim gets knocked out in the real world, he has to literally fight his way back to consciousness by dealing with all the twisted thoughts in his head.



## Winback

After infiltrating the complex with its spies, a large terrorist group launched a full-scale ground attack on the complex and has taken over the control center. It seems that several years ago, the country of Belcrest was ripped apart by civil war, the result of mounting pressures.

## Asteroids

An Asteroids game for the '90s, with 50 levels, updated graphics and several multiplayer modes. Players will be armed with newer weapons and will have to defeat a boss at the end of each level.

B

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# SEGA DREAMCAST



1

## Dreamcast

Sega Dreamcast creates incredible living worlds, and its stunning 3D graphics will leave your jaw on the floor. Dreamcast will prepare you for an online revolution, taking the gaming experience far beyond the walls of your home.



4

## Dreamcast VMU

Much more than a memory card, the VMU lets you take parts of the game with you wherever you go. You can download game characters and train them, play games on it, and even plug into Naomi arcade games.



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2

## Dreamcast Jump Pack

With its own built-in force feedback engine, the Jump Pack adds a whole new sensory experience to Sega Dreamcast games. Now you'll be able to actually feel those explosions, collisions, and crashes.



3

## Starfire Light Blaster Gun

Blasting zombies and bad guys just isn't the same without a gun in your hands. With the Auto-Fire you can forget about aching fingers. The Auto-Reload eliminates any worries about emptying the clip in a firefight.



5

## Concept 4 Racing Wheel

If the Concept 4 Racing Wheel is plugged into your controller port, you own the digital road. The heavy rubber wheel, metal shifters, and sturdy foot pedals bring the driving experience to your living room.

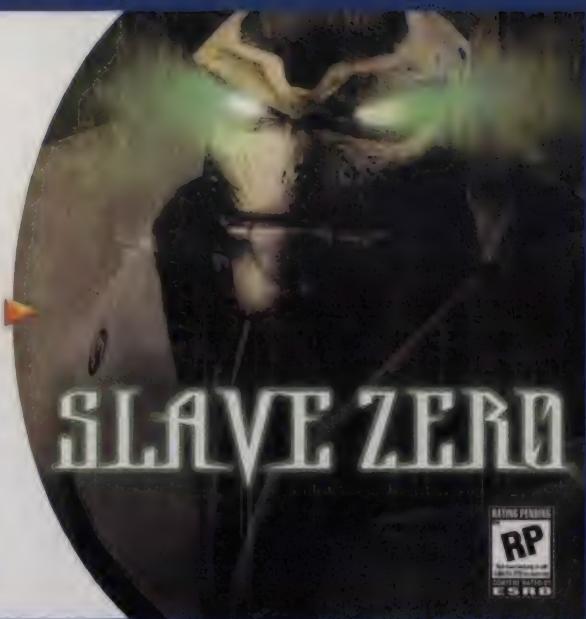
6

## Dreamcast Controller

Designed to ergonomic perfection, the Dreamcast Controller nestles comfortably in the hand yet offers blazingly fast response.

Sega Dreamcast.

SEGA



### Slave Zero

Slave zero takes place several centuries in the future in an enormous, 7 mile-high mega-city, bustling with millions of people, cars and aircraft. Engage in intense, action-packed combat against enemies of all sizes and shapes.

Sega Dreamcast.



### Trickstyle

Race high above futuristic cityscapes on state of the art hover-boards. TrickStyle features an exceptional physics engine and state of the art character animations. TrickStyle's node-based track design allows for multiple routes through each of the courses, enhancing replay value.

### Sega Rally 2

Sega Rally 2 is one high-speed, off-road racing thrill-ride designed exclusively for Sega Dreamcast.

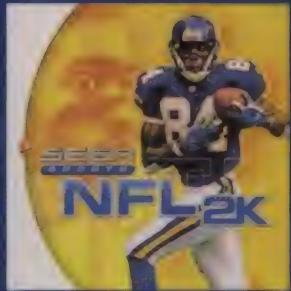
It's a flawless arcade translation with 12 new gut-wrenching courses and 11 new kick-butt cars.



**Soul Calibur**  
The demonic blade is reawakening and warriors chosen by destiny and history seek after it for their own reasons. Some believe it is the sword of salvation, some called it the ultimate weapon. Thus starts the next chapter of the history...

### NFL 2000

Why watch the game on TV when you can be right there on the turf, delivering bullet passes and bone-crushing tackles alongside the pros? Experience NFL-approved 3D football, created with playbooks designed by seasoned coaches and play-calling tendencies of real NFL teams.



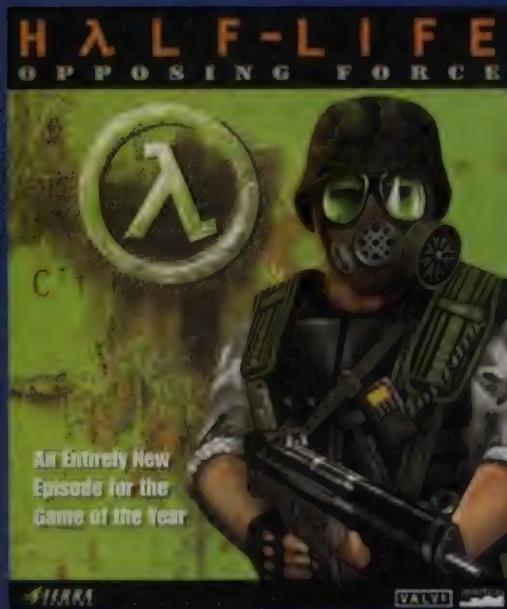
### Virtua Fighter 3th

Look out -- Wham! Bam! And a full-body Slam! This Dreamcast version of Sega's revolutionary fighting game packs a one-two-three punch. Incredible 3D environments, fluid gameplay, and lifelike graphics enhance the smooth fighting moves you're used to in the mega-hit arcade original.



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# PC SOFTWARE



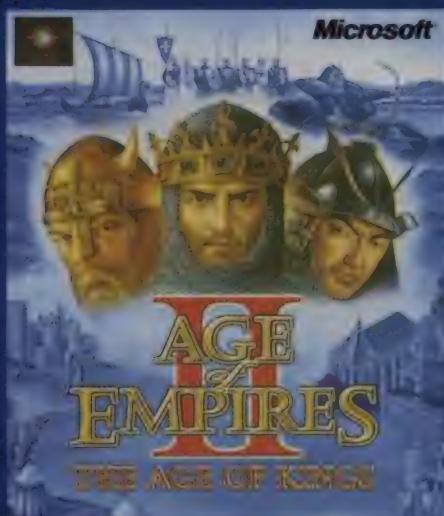
## Half-Life: Opposing Force

The official game expansion for Half-Life. In Opposing Force, players return to the Black Mesa Research Facility to experience an entirely new episode of single player action. In addition, the game also contains a massive collection of new multiplayer content.



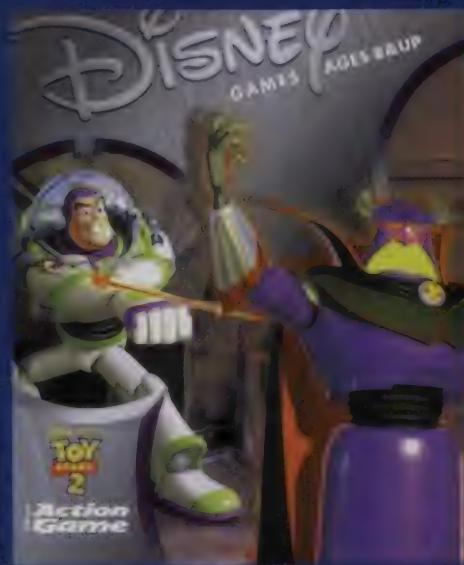
## Age of Empires II

Rule from the Dark Ages to the late medieval period, in which players control the destiny of humankind from the fall of Rome through the Middle Ages. The game keeps the epic scope of Age of Empires' gameplay while evolving the combat, economic, trading and diplomacy features.



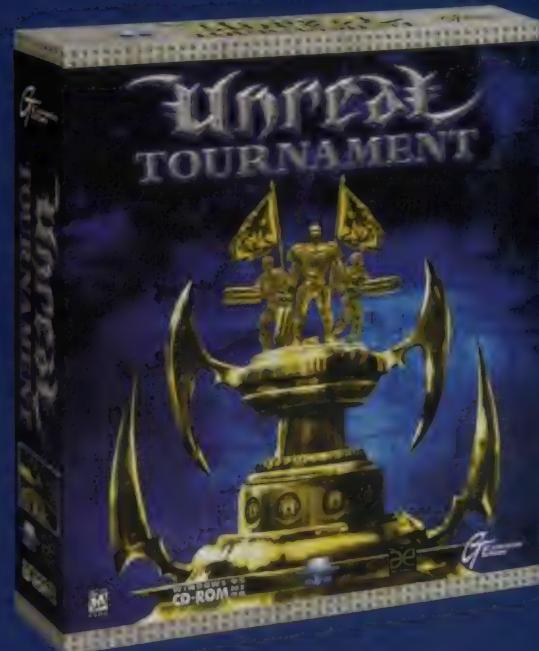
## Toy Story 2

Rev up your twitch finger because the toys are back in town! And now they're starring in the fast, furious, and funny video game sequel. With animated scenes direct from the movie Toy Story 2, the game promises kids the kind of fun they've come to expect from a Disney feature.



## Unreal Tournament

From the creators of Unreal comes Unreal Tournament, the ultimate in competitive gameplay. Unreal Tournament showcases an enhanced Unreal engine. The first tournament 3D shooter of its time includes over 30 unique levels – waterfronts, oil rigs, speeding trains, floating castles, pirate ships and much more.



## Theme Park World

Create your own theme park and take complete control over its design and operation, from the rides to the concession stands and beyond. For fun, hop on one of your trill rides to see what it's like, in 3D.



## Prince of Persia 3D

The latest installment of the classic action title, Prince of Persia lands on your PC. Dive and swing across forbidden canyons, raging fires, razor sharp spikes, and swaying platforms. A fully 3D makeover, gorgeous vistas and enchanting music await!



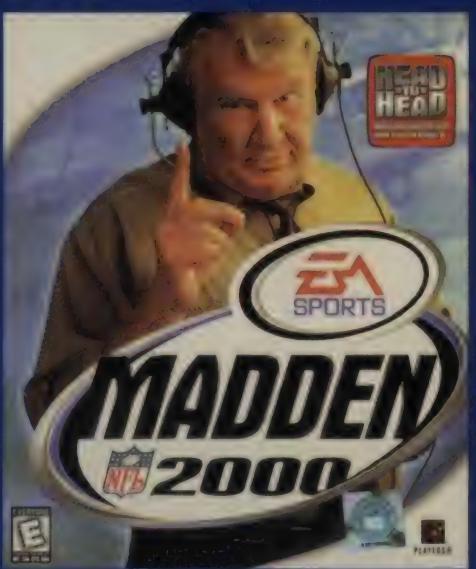
## Giants: Citizen Kabuto

From the team that created MOK, Giants is the first game ever to combine the forces of all popular genres in the most frenzied and diverse multiplayer battle ever staged. Giants will take you to bizarre new worlds combining 3D action, incredible graphics, strategic thinking and twisted humor.



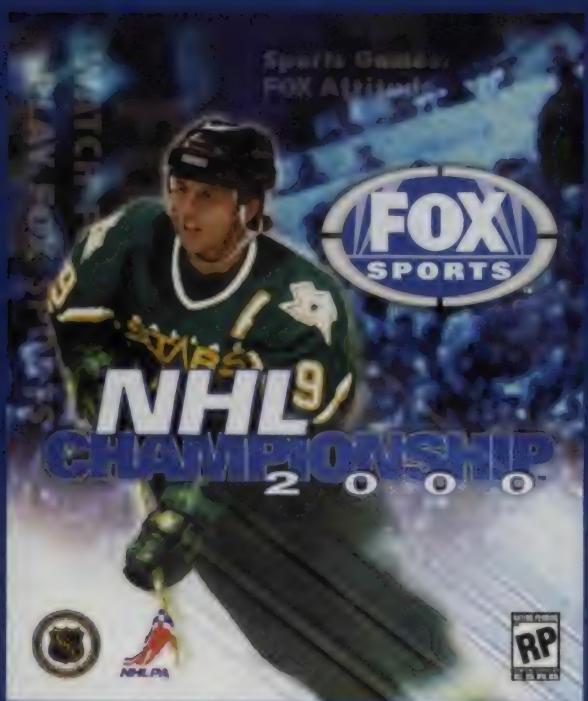
## Quake III: Arena

Prepare yourself for the best deathmatch experience in the universe. Arena is made for online deathmatch only and offers the largest and most expansive set of levels for deathmatch in the history of gaming.



## Madden 2000

With every new football season comes more options—and Madden 2000 isn't short on new ones. From an expanded Multiplayer Franchise mode (compete against your friends in up to 30 seasons), to a Player Editor and Situation Creator, this game goes deeper than a Hail Mary.



## Indiana Jones & the Infernal Machine

A new real-time 3D action-adventure from LucasArts. Fraught with all the action and intrigue worthy of a classic Indiana Jones film, the game will lock players in a thrilling race around the globe to thwart the Soviets' frantic search for clues to the mysterious Infernal Machine.



## NHL Championship 2000

NHL 2000 puts you in control of the swiftest and strongest players on the ice. With big hits and sweet fakes that YOU control, NHL 2000 delivers non-stop hockey action from the first drop of the puck.

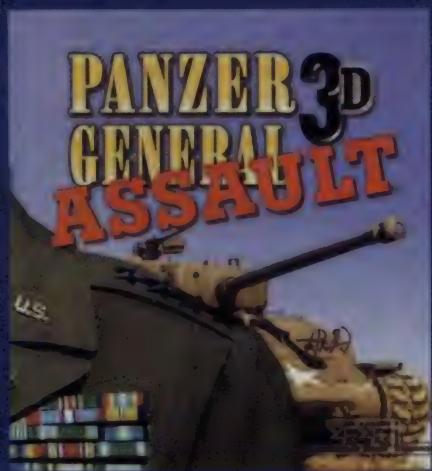


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## Battlezone II

Jump in and take command in a fight that spans six exotic worlds with diverse environments – from steaming, swampy jungles crawling with deadly creatures to rocky wastelands strewn with boiling lava pits to ruined cities half-buried in nuclear snow.



### Panzer General 3D Assault

Forests burn and cities and airfields are reduced to rubble as you crush and conquer your enemies in stunning 3D. Your strategic command decisions will determine the power of your forces. Promote, dismiss, or reassign your commanders to build the most powerful units in all of WWII.

### Jane's F/A-18

Got the right stuff? Grab onto the throttle of the F/A-18E, the latest, deadliest addition to the US Navy's air arsenal. With breathtaking graphics and terrain you'll see everything from rolling oceans to shimmering metal on the fighters as you duck enemy fire and lock on for the kill.



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## SPEC OPS II: GREEN BERETS



### Spec Ops II: Green Berets

Travel to exotic Thailand for joint border patrol duty on a CODA operation with British SAS commandos, or explore the frigid reaches of Antarctica in search of a downed GPS satellite. Control up to 4 rangers on 30 new missions using real world military tactics.



### Body Glove Bluwater Hunter

Blue Water Hunter delivers the most exciting and challenging hunting simulation ever! You'll chase giant yellowfin tuna, wahoo, marlin, sea bass, and more in six world-class dives. Awesome photo-realistic environments, dangerous predators and real-life diving challenges will take your breath away!



# Mapped Out

What makes a convincing 3D landscape? Graphical paintwork.

**"There's a point of no return where all the textures are dumped, leaving only flat-shaded surfaces."**

Whether you plug in a cartridge or drop in a CD, you don't need a degree in computer science to tell a good looking game from something that seems like the mad Crayola scribblings of the criminally insane. But what about the technology? Aside from a few buzzwords do you really know what makes these games tick? Every month, we're going to take a look at the different pieces of the puzzle and how it all comes together on your console...and hopefully without giving you too much of a migraine. So, at the next posh, sophisticated dinner party you can be the one that throws out the obscure programming terms.

**Texture Mapping.** When you look at a wood table, you can see the grain of the wood. Look at a brick wall and you'll see the craggy surface. These are textures. The ability to successfully take those images and place them on a computer model is Texture Mapping.

But there is a lot more to it than just making a surface look pretty. It creates a believable digital representation of a surface. In addition to two-dimensional qualities like color and brightness, a texture is encoded with three-dimensional properties. For exam-

## DEFINED

**Texture Mapping** – a technique with which ordinary bitmaps are projected onto a surface in 3D.



**VIGILANTE AGH** (1) A detailed car (2) Blocky enemy in the distance (3) Great textures close up... (4) that disappear far away.



**SNOW JOKE** (1) The almost constant textures warp a little (2) Footprints, too.

ple is the surface fluid or rock solid? Does it reflect light? Can you see through it? How does it react when hit, shot, or set on fire?

Now, once a texture has been properly defined, it can be wrapped around any 3-dimensional object. If you've ever seen *Metal Gear Solid* (and if you haven't by now, put this magazine down and go play the game for God's sake!) you've already gotten an eyeful of excellent detail and texture mapping. For example, as you make your way through the snow swept military base, metal walls are scarred from blasts, water ripples, and the snow crunches under your feet leaving a footprint behind for a few seconds until getting covered again with freshly fallen snow. These textures are consistent no matter the field of view. That is, no matter how far away, you can still make out the textures of everything in the environment.

Now, for an example of texture mapping gone astray, check *Vigilante 8*. It may be a fun game with crisp textures near your car but try looking beyond two car lengths in front. You'll notice a point of no return where all of a sudden the textures are dumped and all that's left is flat surfaces. Being able to keep textures constant has been a problem. But by using artificial fog, *Vigilante 8* attempted to create an illusion of distance.

- Darren Gladstone

## TECHCHECK

### JASON RUBIN

President, Naughty Dog

#### A HEALTHY PEDIGREE

The creator of *Crash* notes the good, bad, and ugly sides of texture-mapping.



#### The Good

Rubin instantly gave kudos to UBI Soft for *Rayman 2* saying that, "It uses half the polygons of most games out there and looks twice as nice." Another great example of texture mapping, according to Rubin, is *Metal Gear Solid*.

#### The Bad

What about some bad examples? Rubin pointed out the *Tomb Raider* series as fun to play, but the textures are just "rough, blurry line noise." That is, graphics are fogged out and leaves a lot of the imagery to the imagination of the player. "When we work on a new *Crash* [Bandicoot] game, we retool the graphics engine...and it shows. But there have been only slight tweaks since [Tomb Raider] came out." Rubin said, "[Eidos] has been resting on Lara's laurels for some time now."

#### The Ugly

But the Nintendo 64 held a special place in Rubin's heart as the worst offender. "With the exception of *Rayman*, just about every game on the Nintendo 64 has a terrible time handling texture mapping [because of the on-board memory capabilities]." Every game, from *GoldenEye* to *Mario Kart 64*, all suffered from poor textures, but plenty of blended colors to compensate for it.

Rubin has completed work on *Crash Team Racing*. Other credits include *Crash: Warped* (below).



# Slice & Dice

This month I caught up with Chop Chop Onion Head of *PaRappa* fame, everyone's favorite rapping dojo master. Over an intimate dinner of pan-seared sea bass, cajun rock shrimp roulade and a delightful mixed green salad at the Standard Hotel (poolside, of course), we talked about life after *PaRappa*, Princess Peach, and Chop Chop's new gig as a Tae Bo instructor.

**Thanks for coming out and let me say, you look absolutely fantastic.**

Well thank you Rod. You know I was a little worried about this interview, I caught your last one with Princess Peach, and let me say, "Ouch!" Punch, punch, kick, indeed!



Illustration by Bob Robinson

## Chop Chop Onion Head



"You know I was a little worried about this interview, I caught your last one with Princess Peach, and let me say, 'Ouch!'"

[laughs] Yeah, it did get a little ugly. I think I might have stepped over the invisible line when I called her a "goodernuthin' hussy."

You'd never catch Larry King saying something like that, but I have to tell you, it's absolutely true! I spotted her at the Sony after-party at the Tokyo Game Show, and I'm certain she was downing Margaritas like we were five minutes away from hitting the iceberg on the *Titanic*. And by the end of the evening, I'd had one or two drinky-drinks myself, sure, but I'm almost positive I saw her and Luigi making

out in the coat-check room, right before I passed out on Yu Suzuki's exquisite gabardine raincoat.

**Oh, Chop Chop [laughs], you're an absolute caution!**

You wouldn't think it to look at him, but Luigi's a devil with the ladies. I hear he wears a size 12 shoe if you get my drift. Will Mario ever win? Okay, let's move on. I'll say three words and I want you to tell me the first thing that comes to mind: *PaRappa* the Rapper.

That [censored] couldn't rap his lumpy [censored] out of a [censored] if his [censored]-[censored] could speak Spanish. I taught that

no-talent little punk everything he knows. Do I get a shout-out or even a name-check when *Parappa* hits the big time? I do not. And that Sunny Funny, she ain't all that.

**You both make an appearance in *Um Jammer Lammy*. Was there tension while you made the game?**

Nah, I was on the set from day one, and he didn't show up until the last couple days of production. I'm a regular character in the game, but he's what we in the business call an "Easter Egg." Only the freak gamers who play all the way through will even see him. I have it on good authority that he wouldn't be in the game at all if not for the sequel clause in his contract.

**So what's next for you?**

I've just been certified as a Tae Bo instructor! I'm so proud.

**Oh yeah, all the Hollywood starlets are addicted to that exercise.**

That's right. I've been doing Tae Bo for six months now, and you know what? I've never felt better.

**That's just outstanding. I mean, really super. Thanks for the chat.**

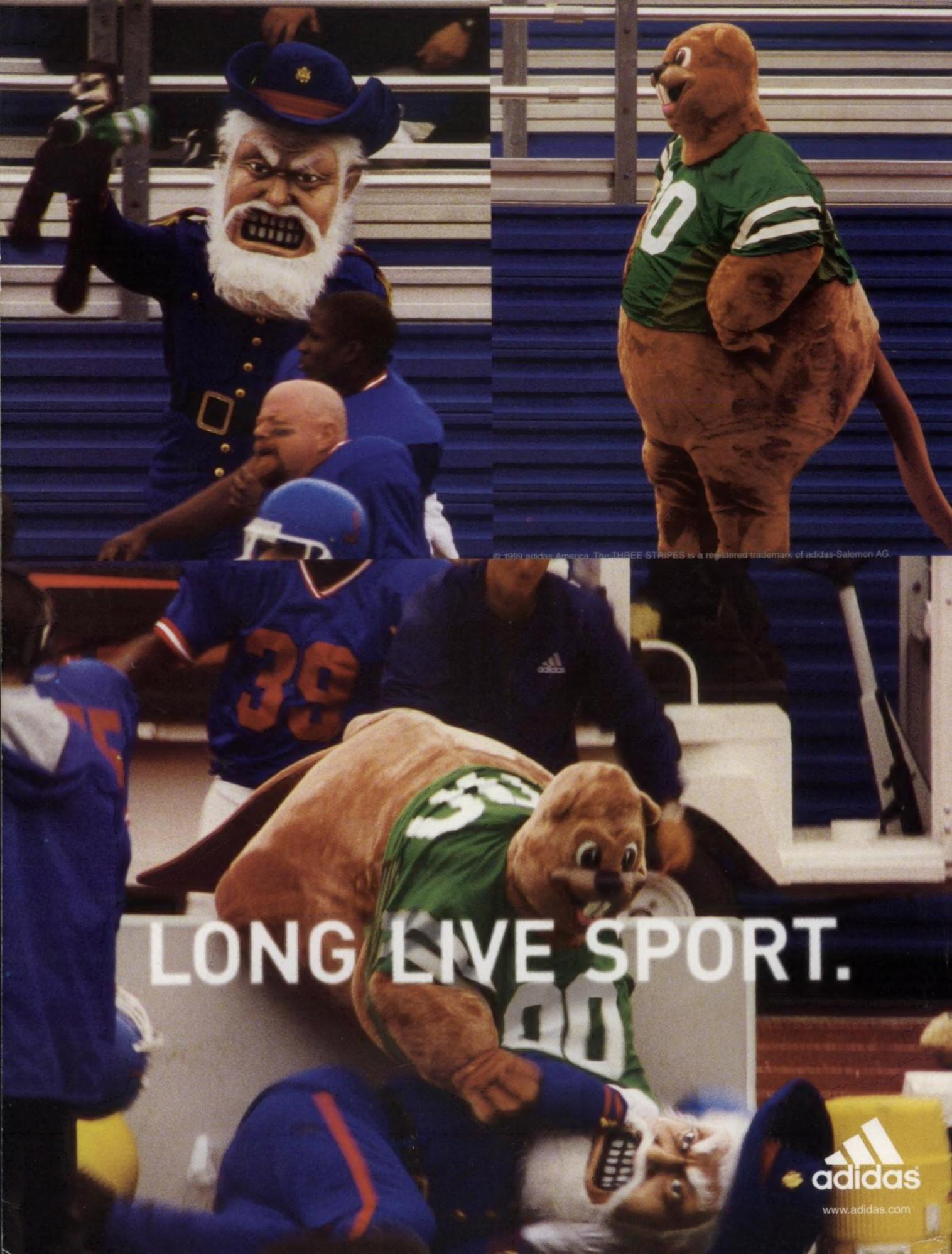






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